

The Beginner's Guide to Homebrew on the Sony PSP

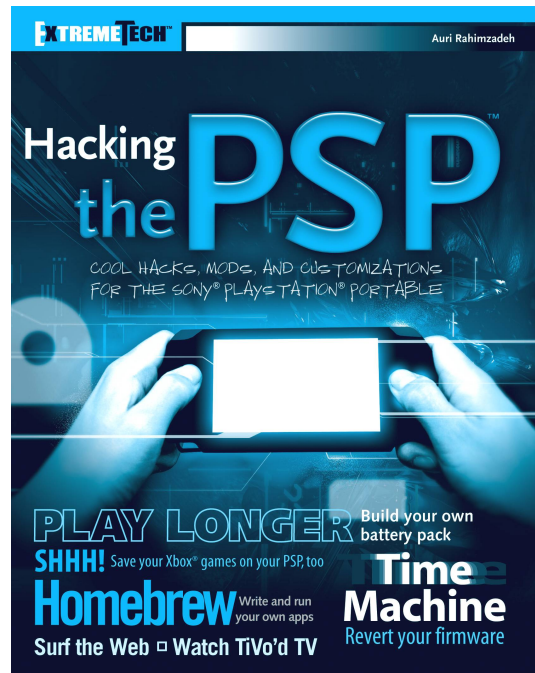
by **Auri Rahimzadeh**

Author, Hacking the PSP

(book available on Amazon.com, and at Fry's, Borders, Barnes & Noble, and many other fine retailers worldwide!)

Covers Firmware Versions:
1.50, 2.00, 2.01, 2.50, and 2.60

Last Updated:
May 1, 2006



Special thanks to Fanjita, EriCKY, Ditlew, PSPUpdates, and everyone else who helps users get the most from this sweet little device.

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(this addendum to my book is not published or sanctioned by Wiley Publishing)

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Introduction

This tutorial will help get you going with running homebrew on your PSP. I've tried to cover all the bases. If you have any comments or suggestions, please don't hesitate to send them to me. Go to the contact form on my web site, www.hackingpsp.com, and send me a message!

WARNING: Homebrew does not run on firmware 2.70 and higher (yet), if you have 2.70 or higher this tutorial won't help you much. However, as newer homebrew launchers enable newer firmware versions to run homebrew, I will update this tutorial.

What Is Homebrew?

Homebrew software is software that has been written for use on the PSP by independent developers and is not distributed on regular UMDs. There are hundreds to thousands of games, utilities, applications, exploits, and more available for free - all you have to do is [download them](#). It's not piracy, although there are applications out there that do that sort of stuff, which sucks since it gives the hard-working homebrew developers a bad name, even if they didn't write the applications which encourage piracy.

There are many different firmware versions out there, since Sony continues to upgrade the PSP. In order to run homebrew on your PSP, you will likely need a [launcher](#). Launchers run the homebrew applications off your Memory Stick. You'll likely want a higher capacity Memory Stick once you get into homebrew, as you'll download many games and utilities and they'll quickly fill up the 32 megabyte unit that comes with the PSP Value Pack.

You can find many homebrew downloads in the [Hacking the PSP Homebrew Software Library](#). Of course, you don't have to just run homebrew - you can [write your own](#). Homebrew software development is not covered in this tutorial. I do, however, explain it in detail in my [book](#), *Hacking the PSP*.

Getting Started

What You Will Need

- **Rise of the Triad homebrew game**, which you can download [here](#). We will use the same game for all three types of firmware (1.50, 2.00, and 2.01-2.60), so you can all see the same results. After we install the software you can experiment with other homebrew applications.
- **A Homebrew Launcher**. This will vary depending on the firmware version you have. We'll go over that in a moment.
- **At least 12 megabytes free on your PSP's Memory Stick Duo** (which I will simply call a "memory stick" from now on). The game won't use up all twelve megabytes, but I want you to have room to spare, just in case. I prefer having at least a one gigabyte memory stick, as that leaves plenty of room for movies in addition to homebrew.

NOTE: This tutorial assumes you are running a PC with Windows XP installed.

Now we need to find out what homebrew launcher you will need. First, you will have to find out what firmware version you have. To find your PSP's firmware version, get to your PSP's main menu. Go to *Settings*, then *System Settings*, and then *System Information*. The firmware version is the number next to *System Software*, as shown in the screen shot below:

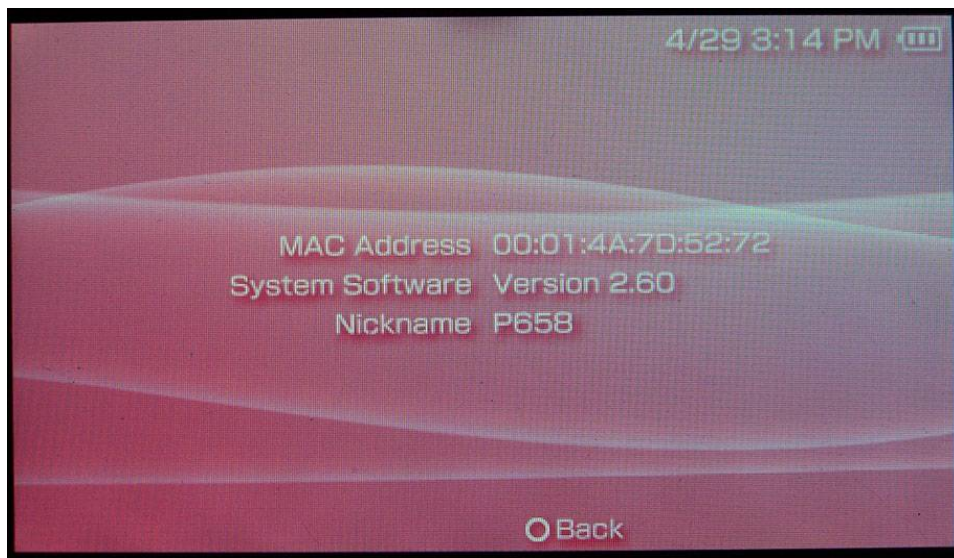


Figure: This PSP is running Firmware 2.60.

Now that you know your firmware version, you must download the tools that you will need for this tutorial:

For Firmware 1.50 (1.51 and 1.52 must be either upgraded to 2.00 or downgraded to 1.50. My book, [Hacking the PSP](#), goes over how to do this.)

- KXPloit software installer, which you can download [here](#).

NOTE: Many homebrew applications come with versions already optimized for 1.50 PSPs, so the KXPloit tool will not actually be used in this tutorial. However, I will walk you through installing it, and you should keep it installed to make installing homebrew on your 1.50 PSP much easier.

For Firmware 2.00 (*not* Firmware 2.01 or higher!)

- eLoader “No Cache” version (the one with cache has a lot of problems on 2.00 PSPs), which you can download [here](#).

For Firmware 2.01 through 2.60 (*not* Firmware 2.00!)

- eLoader, which you can download [here](#).
- Grand Theft Auto: Liberty City Stories (about \$30-\$40), which you can buy from Amazon.com [here](#).

Now that you have everything you need, turn to the section that covers your particular firmware version:

- For firmware 1.50, turn to the next page.
- For firmware 2.00, turn to page 16.
- For firmware 2.01 through 2.60, turn to page 32.

I have also included additional information at the end of this tutorial – check out the table of contents for more information.

Installing and Running Homebrew: For PSPs with Firmware Version 1.50

For most PSP homebrew aficionados, Firmware 1.50 is the best firmware to have on your PSP. It can run practically all homebrew applications, whereas 2.00, 2.01, 2.50 and 2.60 are limited to “non-kernel-mode applications.” While every firmware version can enjoy homebrew, the best one to have if you’re a homebrew lover is 1.50. If you want to upgrade your firmware, but want to keep your homebrew, I strongly recommend buying a second PSP. You can, of course, upgrade a 1.50 PSP to 2.00 and revert back to 1.50, a process I explain in detail in my [book](#), *Hacking the PSP*.

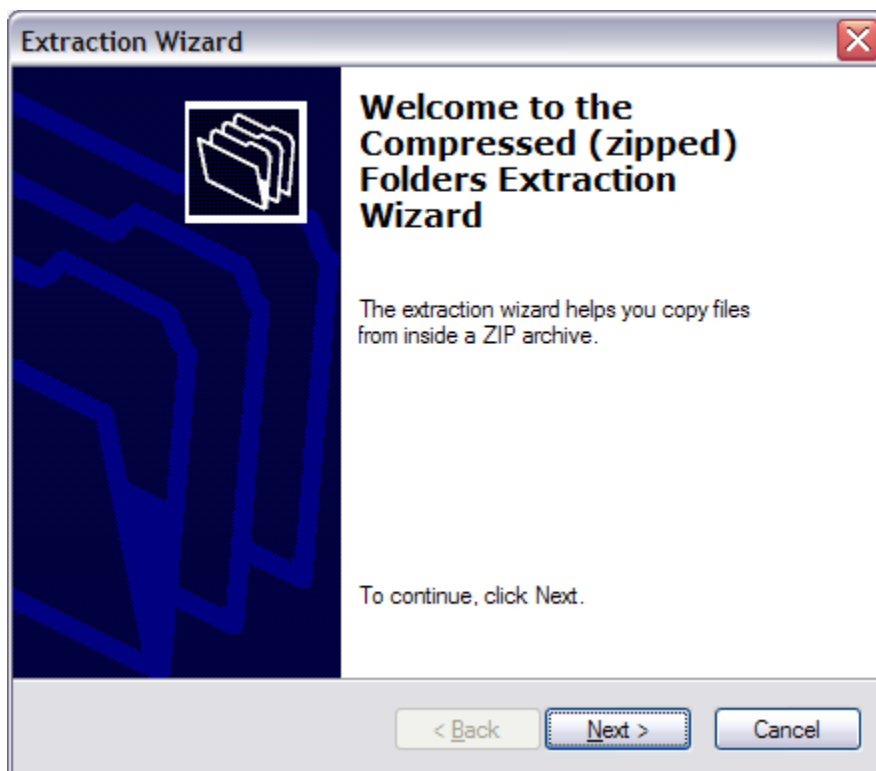
Step 1: Getting the Homebrew

Download Rise of the Triad and save it to your desktop so you have easy access to the file.

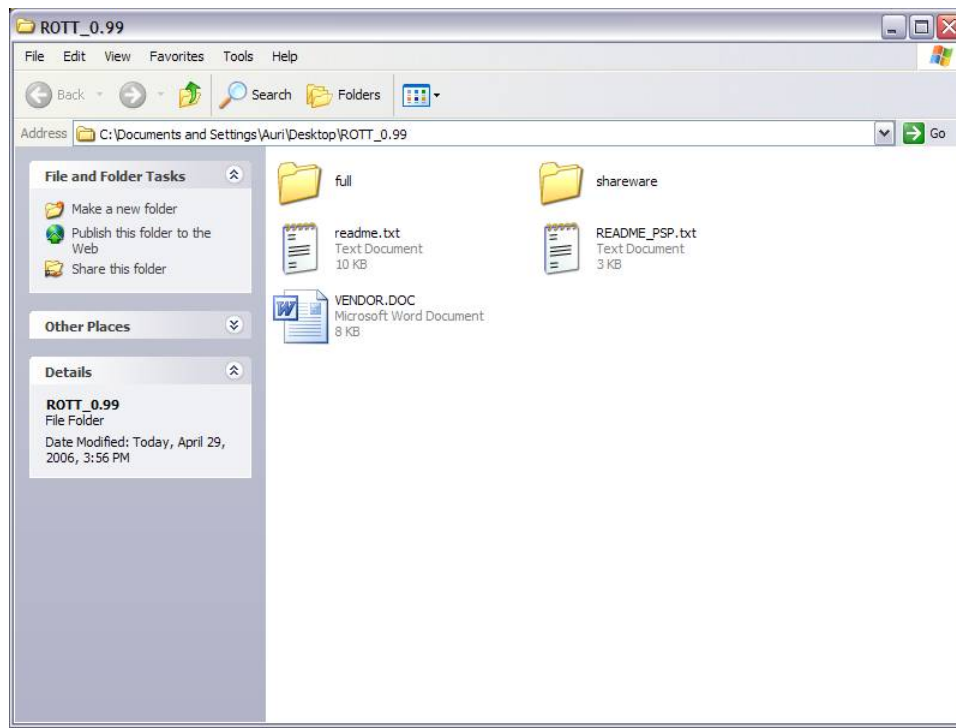
Step 2: Decompress the ZIP file using Windows XP’s unzipping utility

In Windows XP: Right-click the ROTTI_0.99.zip file and select *Open With*, and then *Compressed (zipped) Folders*. When the window containing the contents of the ZIP file appears, go to the *File* menu in that window and select *Extract All...*

The *Compressed (zipped) Folders Extraction Wizard* will appear, as shown below.



Follow the wizard – keep clicking next until the wizard completes. When the wizard has completed, make sure “Show Extracted Files” is checked, and then click “Finish”. You should then see a window similar to the one below:



NOTE: This tutorial only covers homebrew that has been compressed into ZIP files. If you download a RAR file or a .7z (a.k.a. 7Zip) file (these are very similar to a ZIP file) you will still need to decompress them. The utility you need to decompress RAR or 7z files is Stuffit Expander, which you can get from www.allumesys.com. You can also use WinRAR, which you can get from www.rarlabs.com.

Step 3: Installing KXploit

PSPs with Firmware 1.50 are basically just as compatible with homebrew as Firmware 1.0, which didn't require a launcher. However, because Sony attempted to lock out homebrew in Firmware 1.50, you will need a special utility to launch homebrew. This utility, KXploit, takes care of all the hard work for you.

NOTE: KXploit is only for Windows PCs (and Macs running Virtual PC or Parallels or Boot Camp). If you have a Macintosh and don't have a PC emulator and can't dual-boot your Mac, you will have to use *Homebrew PSP Converter*, which only runs on Mac OS X, and can be downloaded [here](#). I do not go over the Macintosh instructions in this tutorial, as I was short on time. I do explain how to install and run homebrew on Firmware 1.50 in my book, which you can pick up at Amazon.com, Barnes & Noble, Borders, Fry's, and many other bookstores worldwide.

ANOTHER NOTE: If you take the plunge and decide to upgrade to a newer firmware version – any newer version – these instructions will no longer apply. Make sure you read the tutorial chapter for your particular firmware version before attempting to run homebrew on your PSP.

If you haven't already downloaded KXploit, please follow this [link](#) to get it.

Once you have downloaded and installed KXploit, launch this program and switch it's menu to English so it's easier to understand (unless, of course, Spanish is your native language). You do this by selecting English from the *Idioma* menu in the KXploit's menu bar, as shown below:

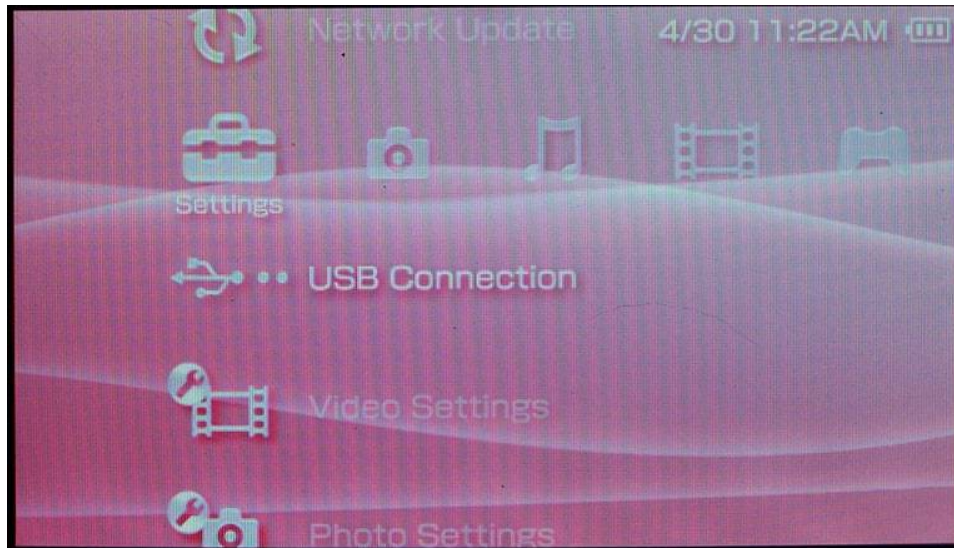


Once you've changed the language, the interface should immediately change to English. Then quit the application – we'll get back to it in a moment.

Step 4: Installing the game...

Now we have to install the game on your PSP. Unlike Windows and Macintosh programs, you can't just double-click. However, it's still very easy to install homebrew programs on your PSP.

First, connect your PSP to your computer and put it in USB Connection mode. You can do this by going to *Settings*, then *USB Connection*, as shown below.



In Windows XP, you should be asked what you want to do with the device that was just connected. Select *Open folder to view files* and click *OK*, as shown below.



You will then be presented the “root folder” of your PSP’s Memory Stick. For future reference, I will call this the root folder, but you may also hear this called the “topmost directory” or the “main folder” or “ms0” by other homebrew applications or web sites.

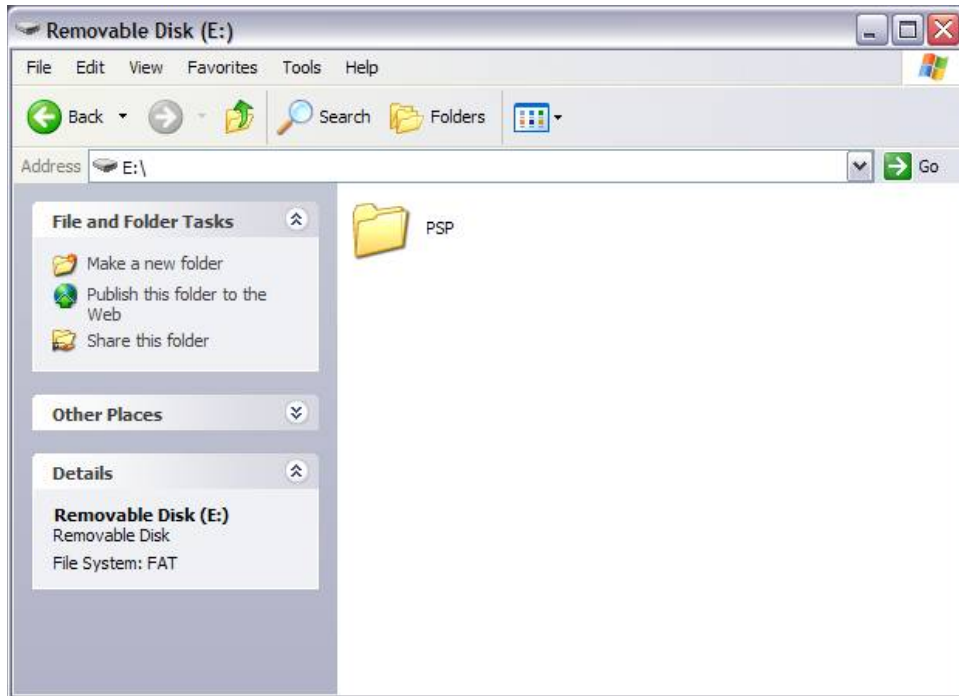
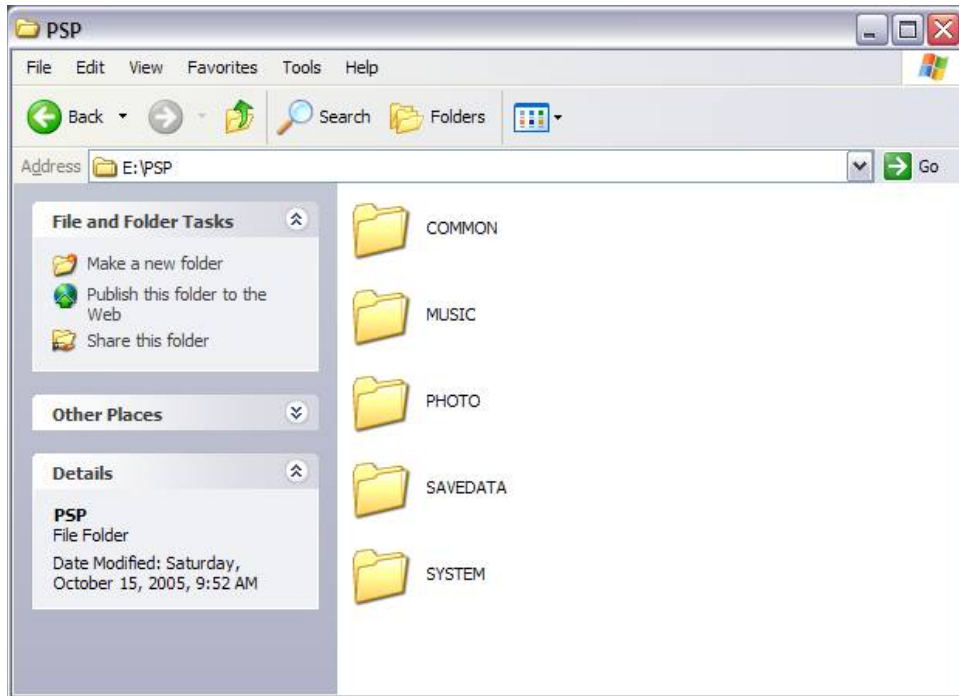


Figure: The root folder of your PSP's memory stick.

Open the PSP folder, which is automatically created by your PSP. This is where your PSP saves most of its data, including music, photos, saved games, web browser cache, web bookmarks, web downloads, and homebrew applications.

NOTE: You may see other folders in the root folder of your PSP. This is normal – don't worry about it 😊

You should now see the main folders your PSP uses, such as SAVEDATA, PHOTO, MUSIC, and so forth, as shown below:



You may or may not need to create the GAME folder, which is the folder all homebrew applications must reside in. If it is not created, right-click the window and select *New*, and then *Folder*. Then name the folder GAME. GAME should be spelled with all capital letters, as shown below.

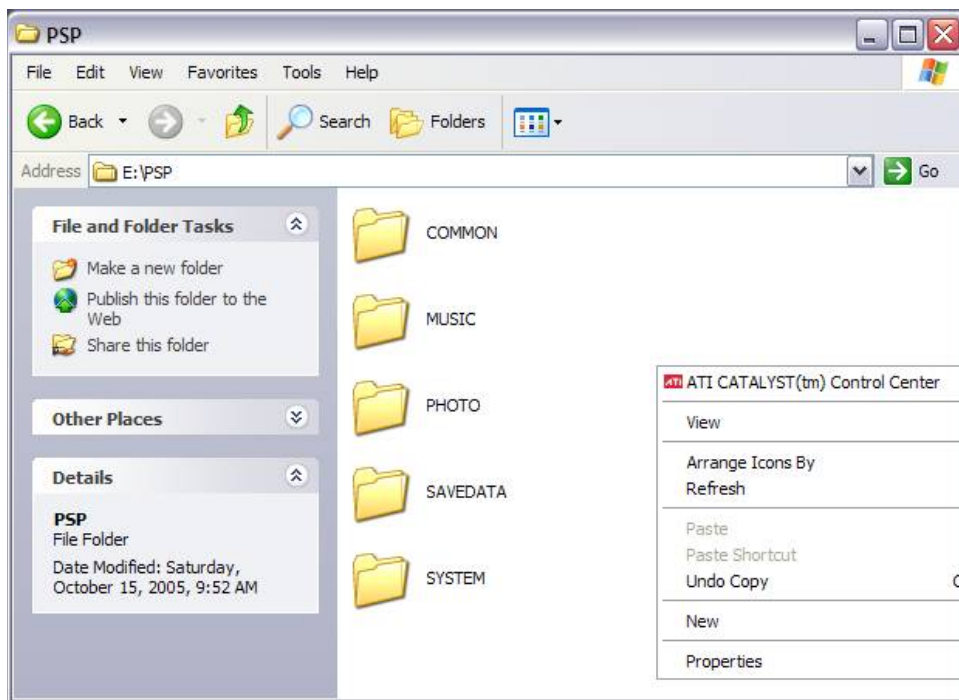


Figure: Creating the new folder.

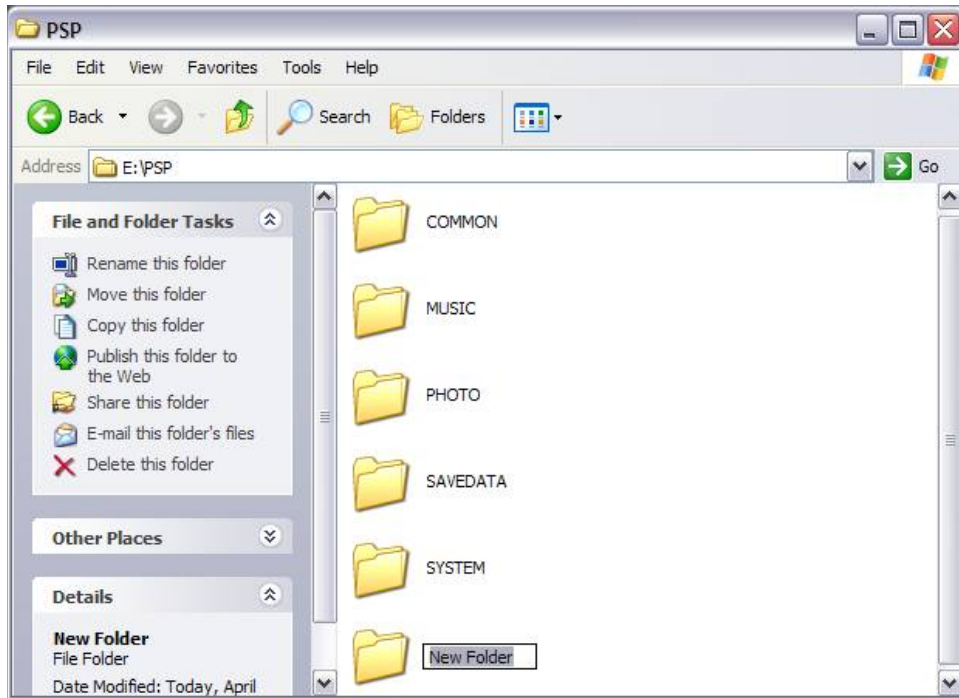


Figure: The folder must be named GAME.

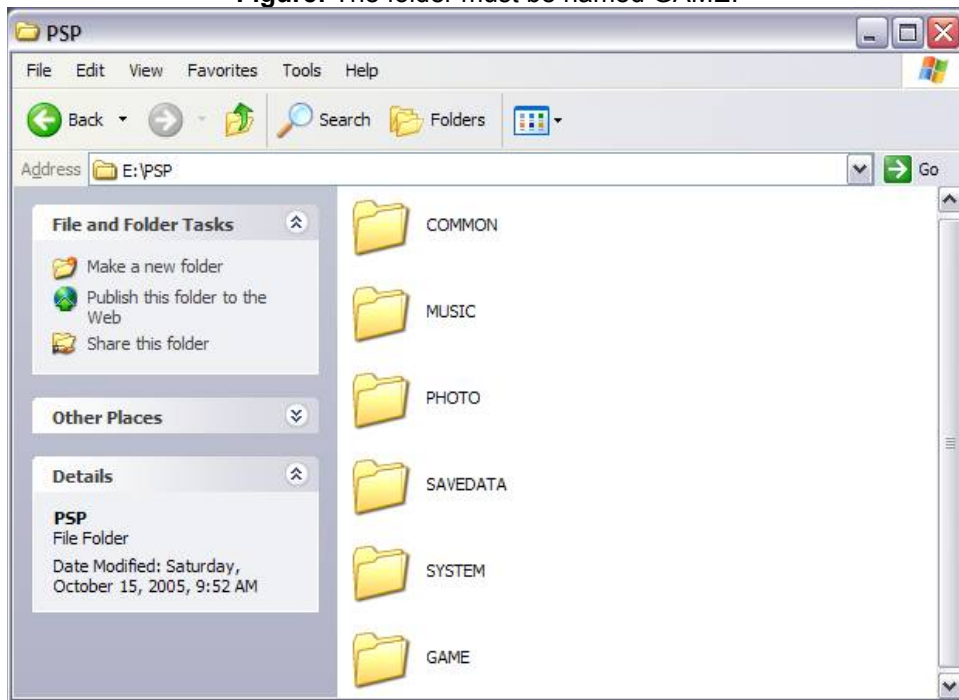


Figure: The folder successfully created and renamed.

Now that we have the folder structure set up, we can install the game.

Step 5: Put Your PSP in USB Connection Mode

If you haven't done so already, connect your PSP to your computer and put it in USB Connection Mode.

Step 6: Copy the Game Files to your PSP's GAME Folder

Many homebrew applications come with the game already modified to work with 1.50 PSPs. This involves two folders – one with the name of the application (in this case it's a game, but that's still considered an application), and another with the name of the application with a percentage sign (%) at the end. You copy both of these folders to your PSP's GAME directory and then you're ready to go! Let's do that now.

NOTE: If the games you download in the future do not come with the folders for a 1.50 PSP, you will need to use the KXploit tool to prep them for use on your PSP.

Now, disconnect your PSP from USB Connection Mode. We're ready to run the game!

Step 7: Running the game...

Running homebrew applications on a Firmware 1.50 PSP is just like loading a UMD game. First, go to your PSP's *Game* menu. Instead of selecting *UMD* as the type of game to load, select *Memory Stick* and press **X**, as shown below:



Figure: The Memory Stick option in the Game menu.

Now, choose *Rise of the Triad* from the list of games and press **X**, as shown below:



Figure: Rise of the Triad menu option in the Memory Stick menu.

Your PSP should act like it's loading a game and Rise of the Triad will launch, as shown below:

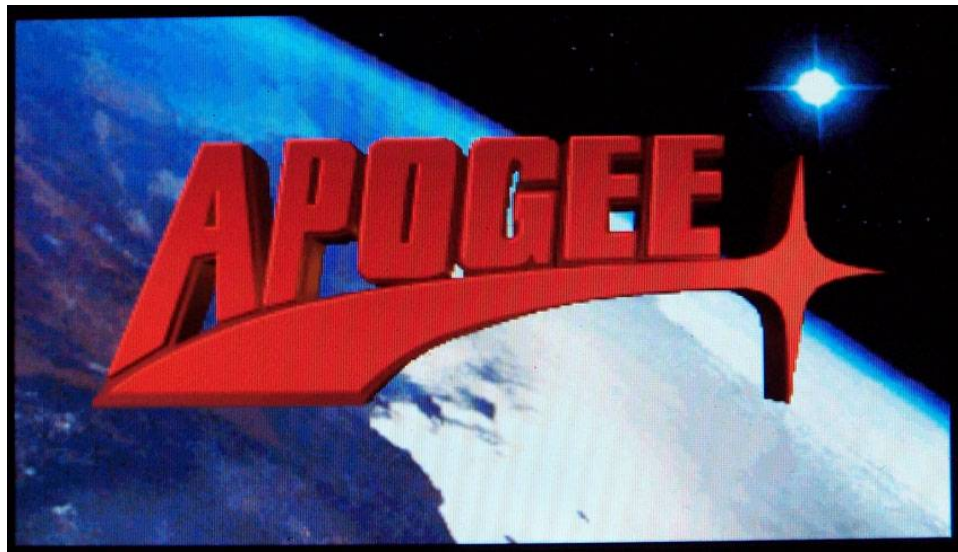


Figure: The Apogee title screen for Rise of the Triad

Now all you have to do is press **X** to get past the Apogee title screen, and you can play your game!

Step 8: Quitting the game...

The first method to try quitting a homebrew application is to press the Home button on your PSP, as you do with the regular PSP games. Unfortunately, many homebrew games won't let you return to your PSP's menu using the Home button. In this case, make sure the game isn't accessing the Memory Stick (the orange light should be off), and simply remove the battery from your PSP. This generally won't hurt your PSP. It is very important to make

sure your Memory Stick isn't being accessed when you remove the battery, as Sony warns this can damage your Memory Stick.

Installing and Running Homebrew: For PSPs with Firmware Version 2.00

It was originally assumed that the only two PSP firmwares capable of running homebrew were 1.00 and 1.50. Thanks to hard work by Fanjita and Ditlew and their revolutionary program *eLoader*, PSP users with 2.00, 2.01, 2.50, and 2.60 can run much of the homebrew out there. Unfortunately, due to technical changes Sony made to prevent homebrew applications from running on newer firmware versions, not all homebrew is compatible with eLoader. Technically speaking, Sony made it difficult for programs to get “kernel mode access,” which many games and utilities used. This prevents most firmware hacks from running, although many games and applications run just fine. A fairly comprehensive list of eLoader-compatible homebrew applications can be found [here](#).

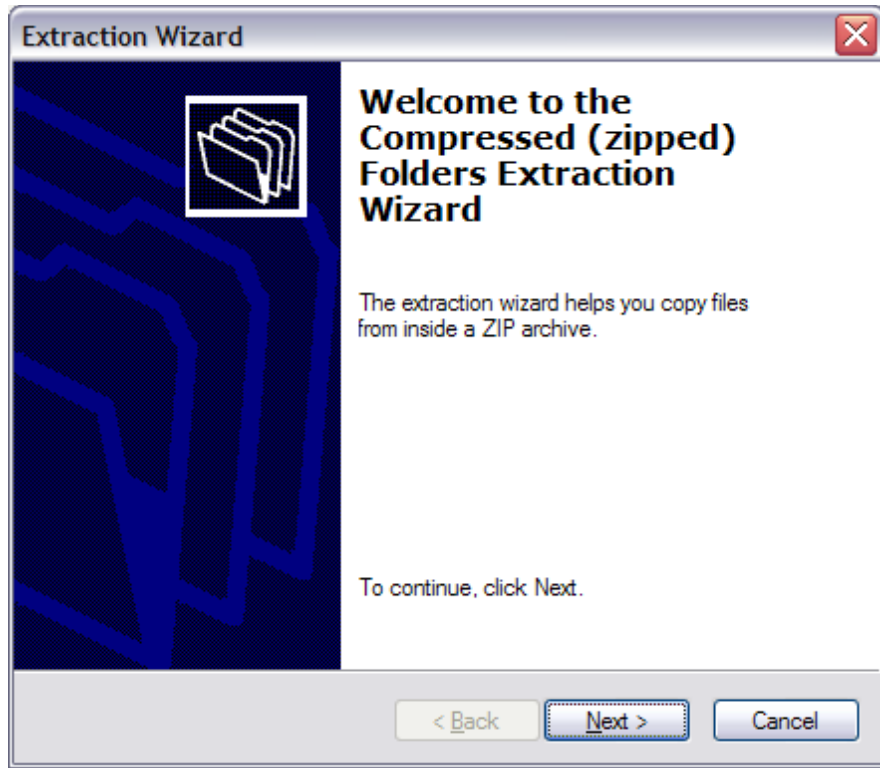
Step 1: Getting the Homebrew

Download Rise of the Triad and save it to your desktop so you have easy access to the file.

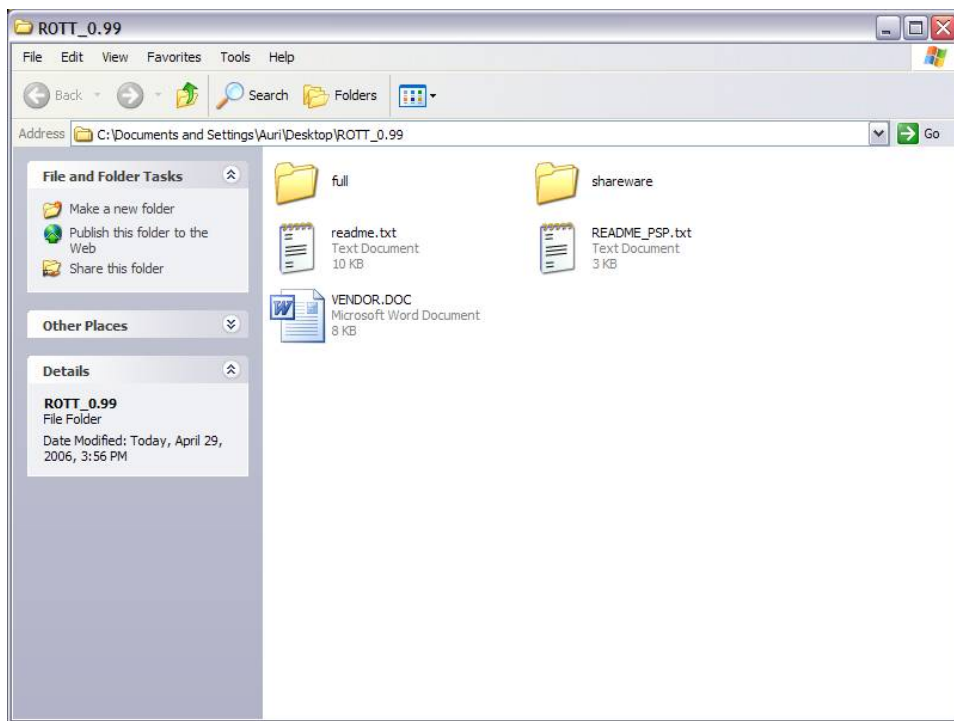
Step 2: Decompress the ZIP file using Windows XP's unzipping utility

In Windows XP: Right-click the *ROTT_0.99.zip* file and select *Open With*, and then *Compressed (zipped) Folders*. When the window containing the contents of the ZIP file appears, go to the *File* menu in that window and select *Extract All...*

The *Compressed (zipped) Folders Extraction Wizard* will appear, as shown below.



Follow the wizard – keep clicking next until the wizard completes. When the wizard has completed, make sure “Show Extracted Files” is checked, and then click “Finish”. You should then see a window similar to the one below:



NOTE: This tutorial only covers homebrew that has been compressed into ZIP files. If you download a RAR file or a .7z (a.k.a. 7Zip) file (these are very similar to a ZIP file) you will still need to decompress them. The utility you need to decompress RAR or 7z files is Stuffit Expander, which you can get from www.allumesys.com. You can also use WinRAR, which you can get from www.rarlabs.com.

Step 3: Installing eLoader

For PSPs with firmware 2.00 through 2.60, a special program launcher is necessary to run homebrew. This program is called *eLoader*, and was developed by Fanjita and Ditlew. More information about eLoader, Fanjita, and Ditlew can be found at <http://www.noobz.eu>.

First, make sure your PSP is connected to your PC with a USB cable and that you have turned on USB Connection Mode. You can do this by connecting your PSP to your PC and then going to *Settings*, then *USB Connection* on your PSP, as shown below:

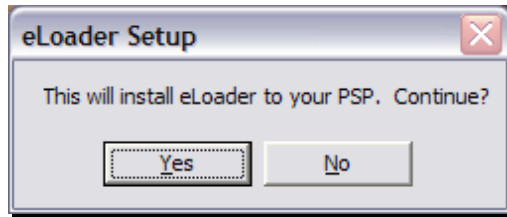


Figure: USB Connection Mode

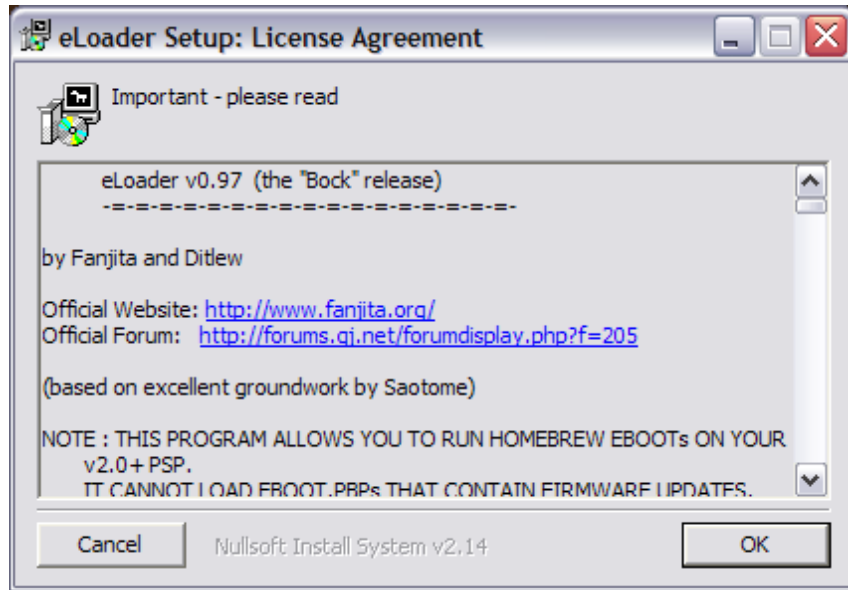
Windows XP should recognize your PSP and ask you what you want to do. Just click *Open folder to view files*.

Now we need to install eLoader. Since we are using a Firmware 2.00 PSP, we are going to install the “No Cache” version of eLoader, as the version that has caching has problems with 2.00 PSPs.

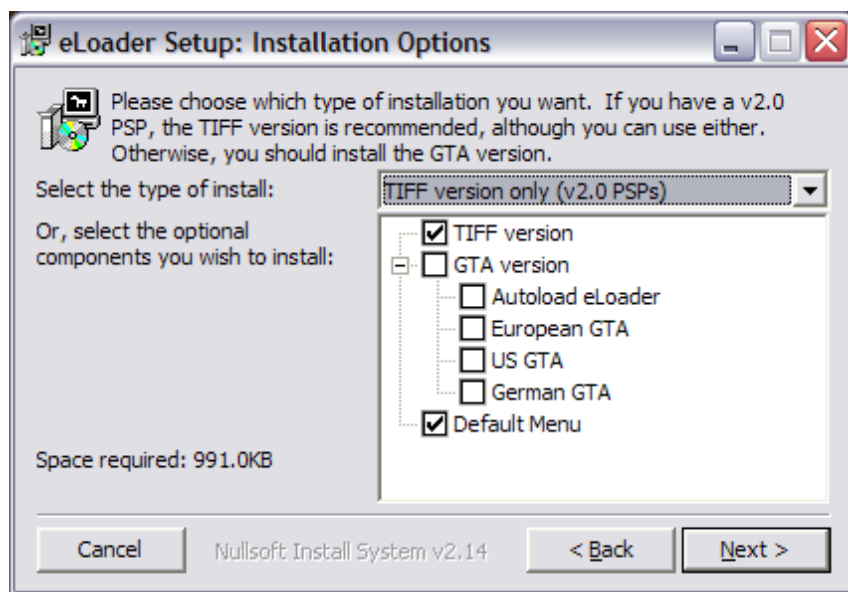
Double-click eLoader to run its auto installation program. You should see a window like the following:



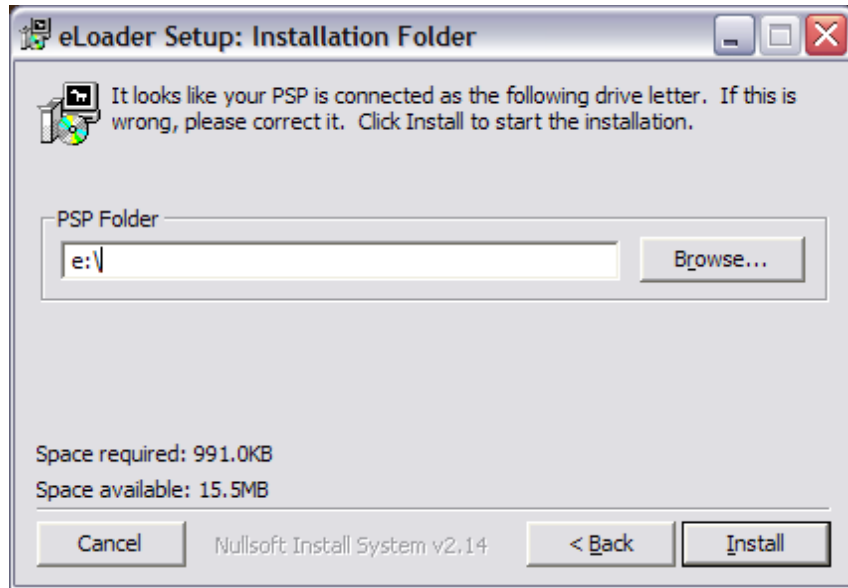
Click *Yes* to continue. You will then be presented with the license agreement. Click *OK* to continue.



Next you will be asked which version of eLoader you wish to install. Using the listbox at the top of the window, select *TIFF version only (v2.0 PSPs)*, and then click *Next*, as shown below.



You will then be asked where your PSP is so eLoader can copy the necessary files to your memory stick. The installer should automatically detect the right drive letter. If it's wrong you will have to correct it. Assuming the PSP is on drive letter e:\, you would be presented with the following screen:



Click *Install* to continue if the drive letter is correct.

eLoader may ask you if you want to overwrite your saved Grand Theft Auto game in Slot 5, as shown in the dialog box below. Click Yes to continue. It is important that you have backed up your memory stick prior to this point precisely because you could lose your progress in Grand Theft Auto, just in case you want to go back to it.

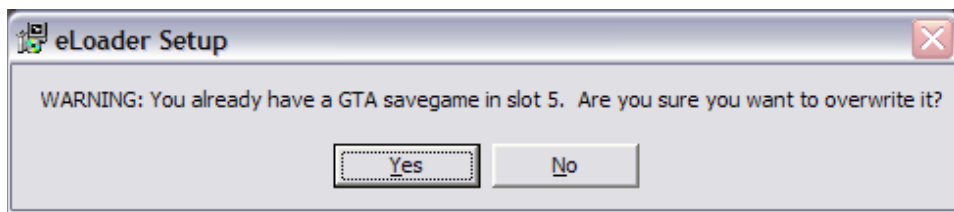
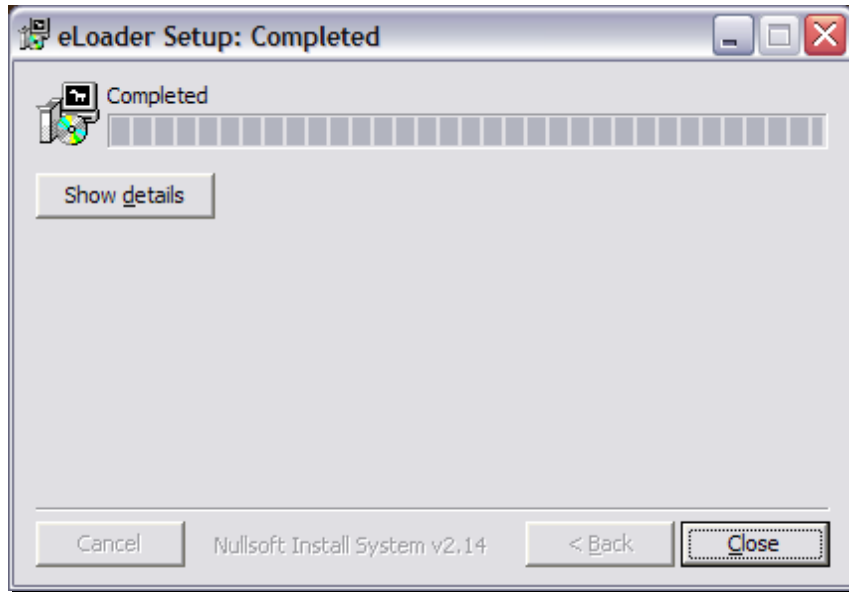


Figure: Click Yes to overwrite the GTA (Grand Theft Auto) savegame.

The installer will now copy all of the eLoader files to your PSP (nothing is installed to your PC). When the files have been successfully copied, you will should see the following window:



Click Close to exit the installer. Now we're ready to install the game!

Step 4: Installing the game...

Now we have to install the game on your PSP. Unlike Windows and Macintosh programs, you can't just double-click. However, it's still very easy to install homebrew programs on your PSP.

First, connect your PSP to your computer and put it in USB Connection mode. You can do this by going to *Settings*, then *USB Connection*, as shown below.

In Windows XP, you should be asked what you want to do with the device that was just connected. Select *Open folder to view files* and click *OK*, as shown below.



You will then be presented the “root folder” of your PSP’s Memory Stick. For future reference, I will call this the root folder, but you may also hear this called the “topmost directory” or the “main folder” or “ms0” by other homebrew applications or web sites.

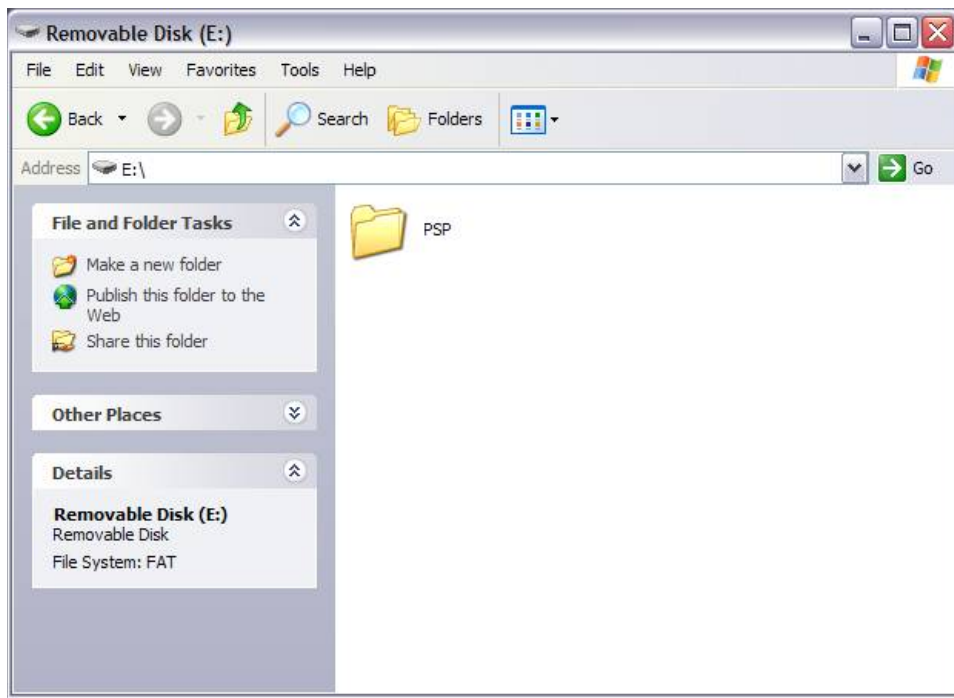
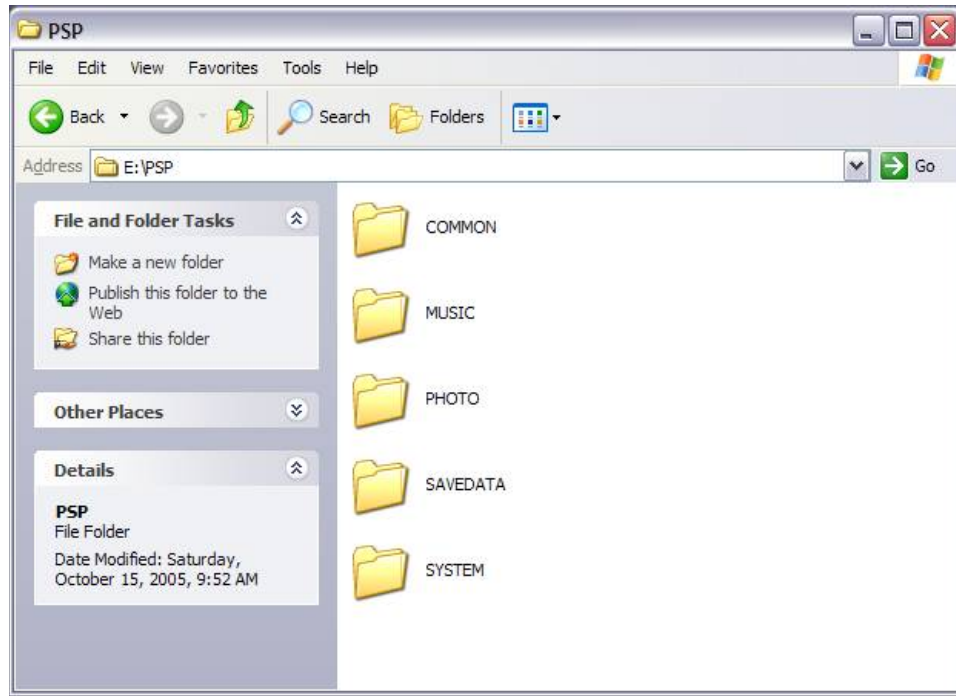


Figure: The root folder of your PSP’s memory stick.

Open the PSP folder, which is automatically created by your PSP. This is where your PSP saves most of its data, including music, photos, saved games, web browser cache, web bookmarks, web downloads, and homebrew applications.

NOTE: You may see other folders in the root folder of your PSP. This is normal – don't worry about it 😊

You should now see the main folders your PSP uses, such as SAVEDATA, PHOTO, MUSIC, and so forth, as shown below:



You may or may not need to create the GAME folder, which is the folder all homebrew applications must reside in. If it is not created, right-click the window and select *New*, and then *Folder*. Then name the folder GAME. GAME should be spelled with all capital letters, as shown below:

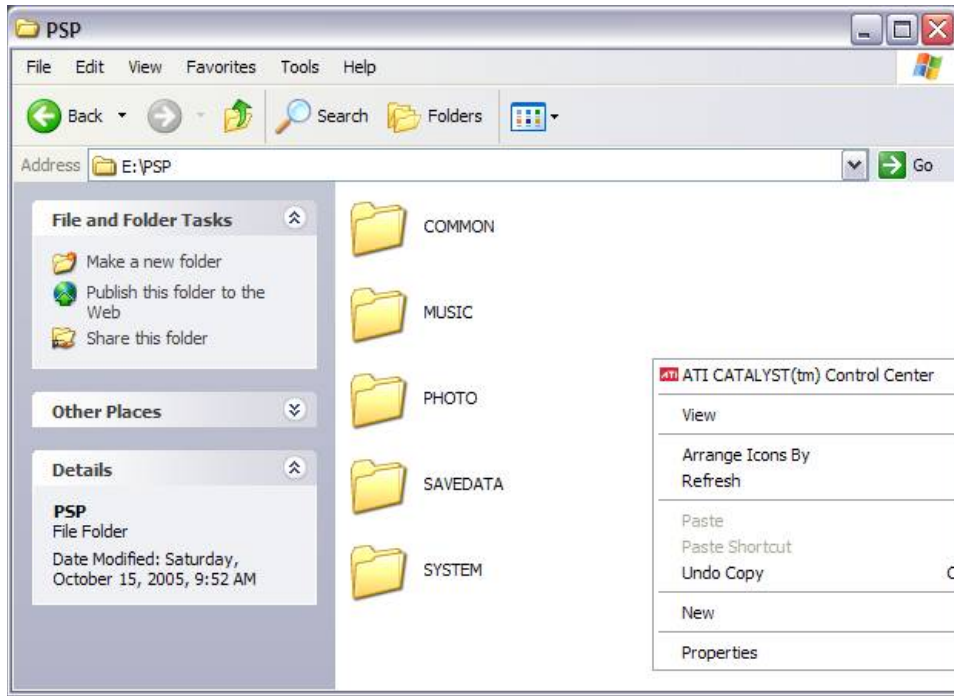


Figure: Creating the new folder

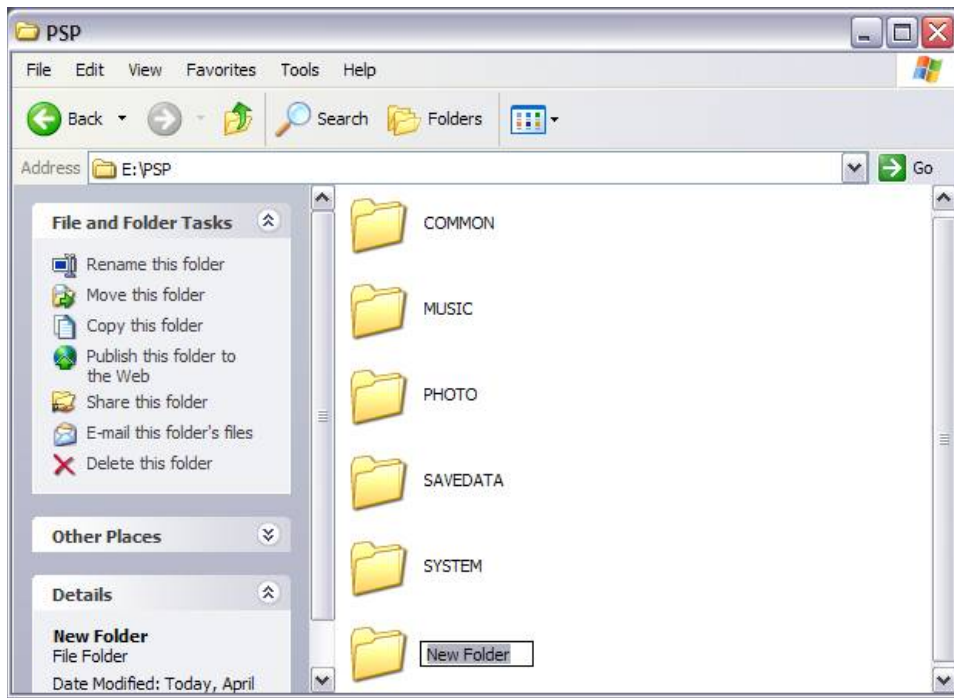


Figure: The folder must be named GAME

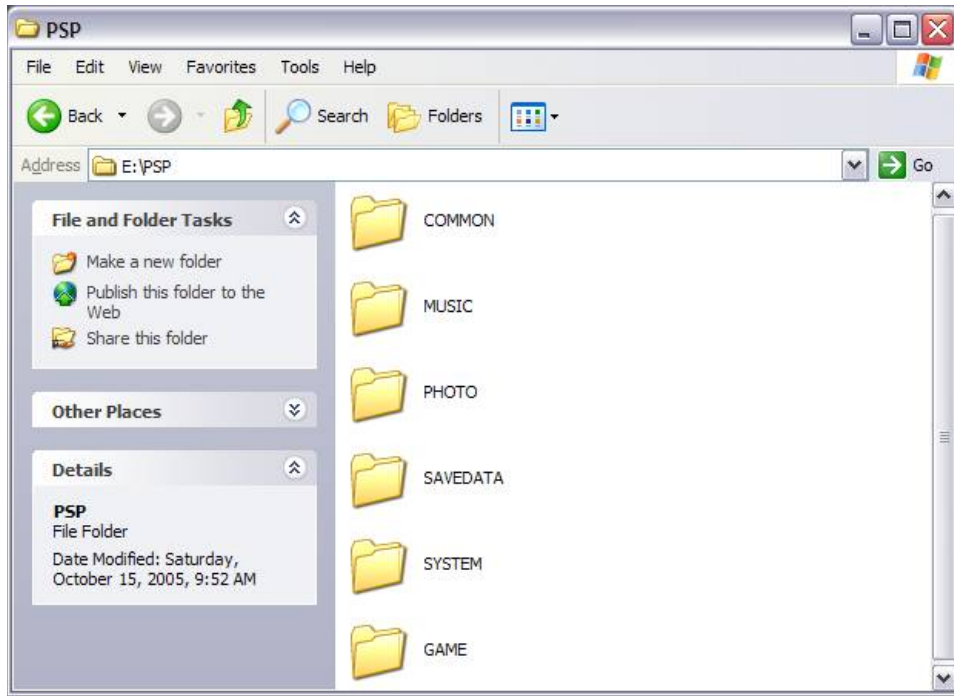
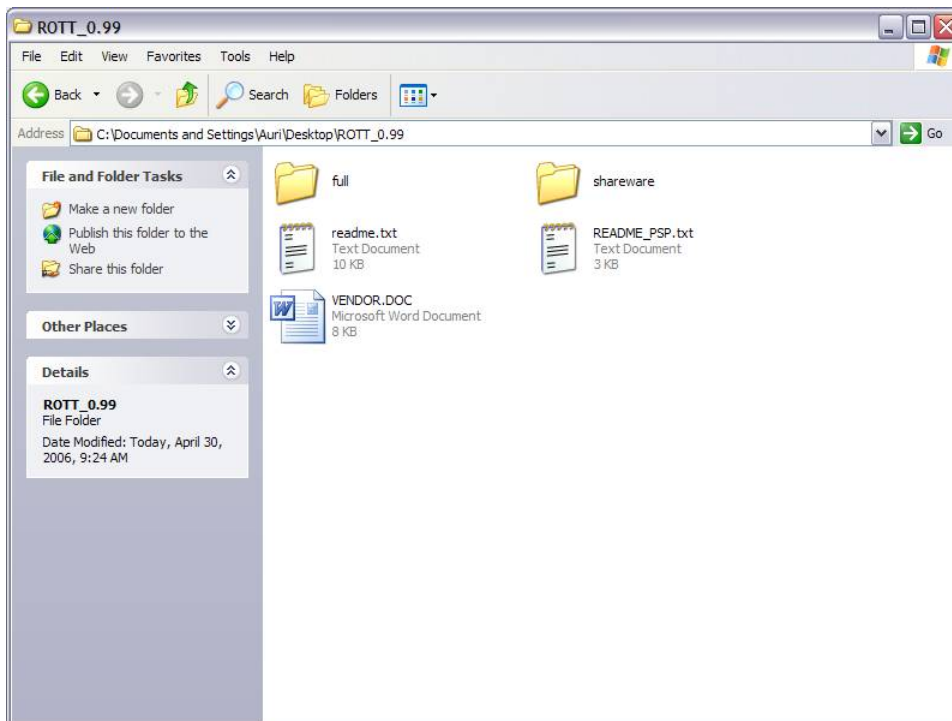


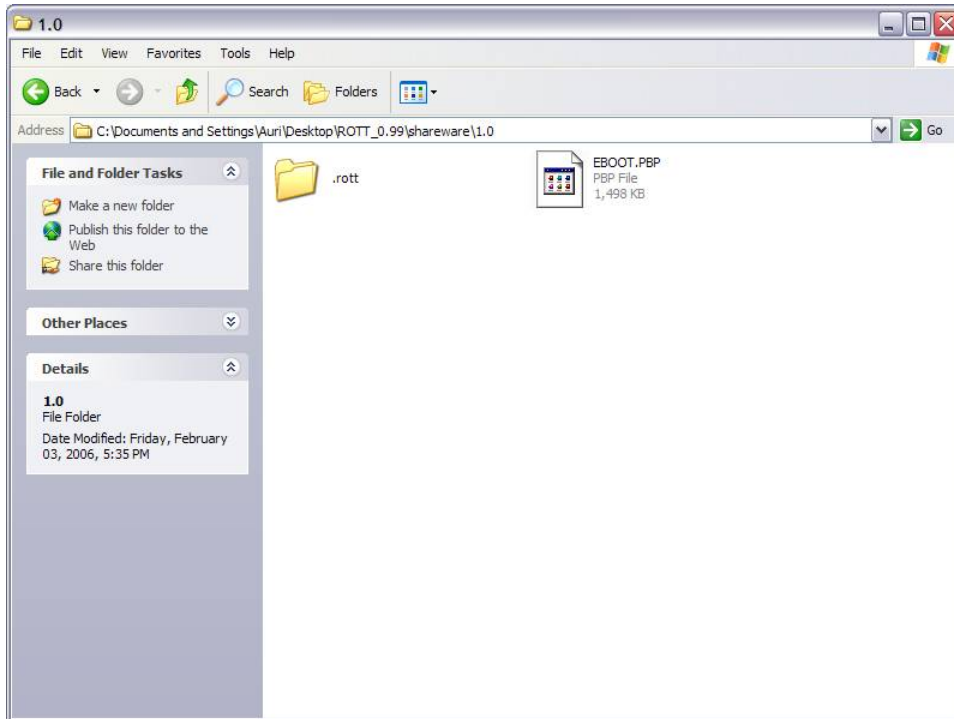
Figure: The folder successfully created and renamed.

Now that we have the folder structure set up, we can install the game.

Open the ROTT_0.99 folder we created earlier when we decompressed the Rise of the Triad ZIP file. You should see the following files:



Now open the shareware folder. Then open the 1.0 folder. You should now see the following files:



Now that you know where the files you need are, we need to create a folder in your PSP's GAME folder named ROTT.

Open the GAME folder you just created on your PSP and create a new folder named ROTT. Open that folder. You should be at an empty window, like the one below:

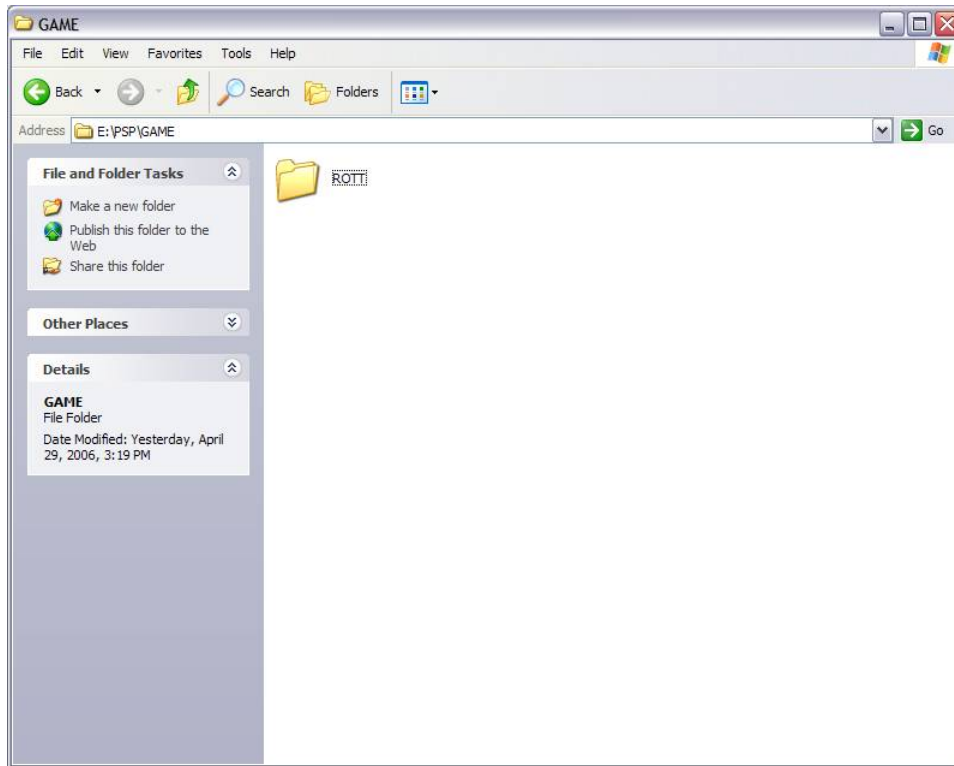


Figure: The newly created ROTT folder on your PSP

Now, copy all the files from the 1.0 folder into the ROTT folder.

Once those files are copied over, we need all the support files for the game. These are located in the 1.5 folder.

Go back up one folder level and open the 1.5 folder. You should see two folders – one named ROTT and one named ROTT%. Open the ROTT folder. You should see the following files:

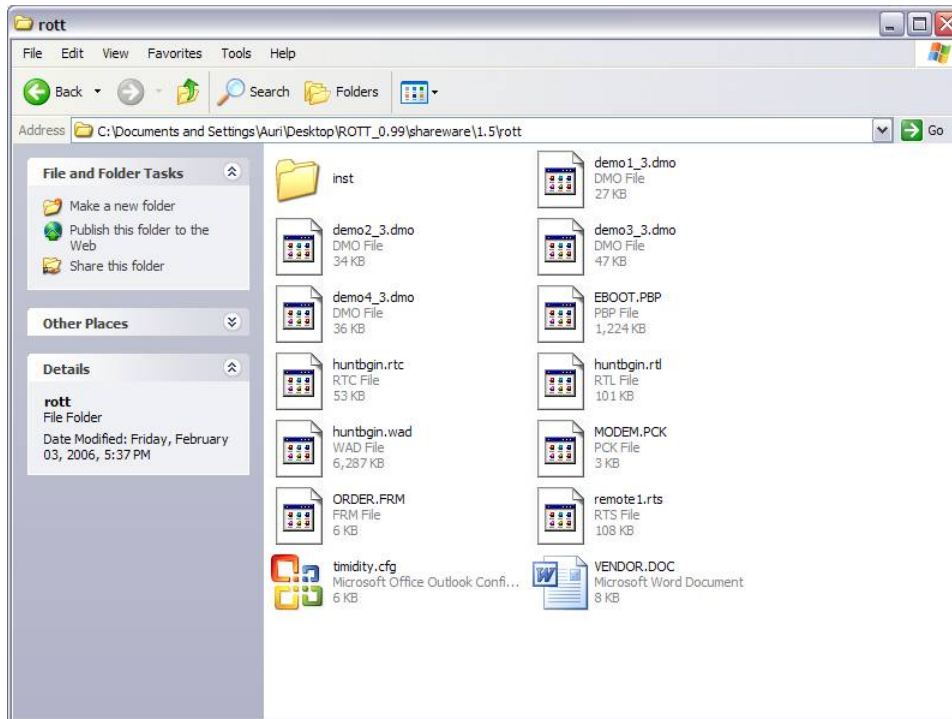


Figure: The contents of the 1.5 ROTT folder

Copy all the files and folders from this folder *except the EBOOT.PBP file* into the ROTT folder on your PSP.

Your PSP's ROTT folder should now look like the following window:

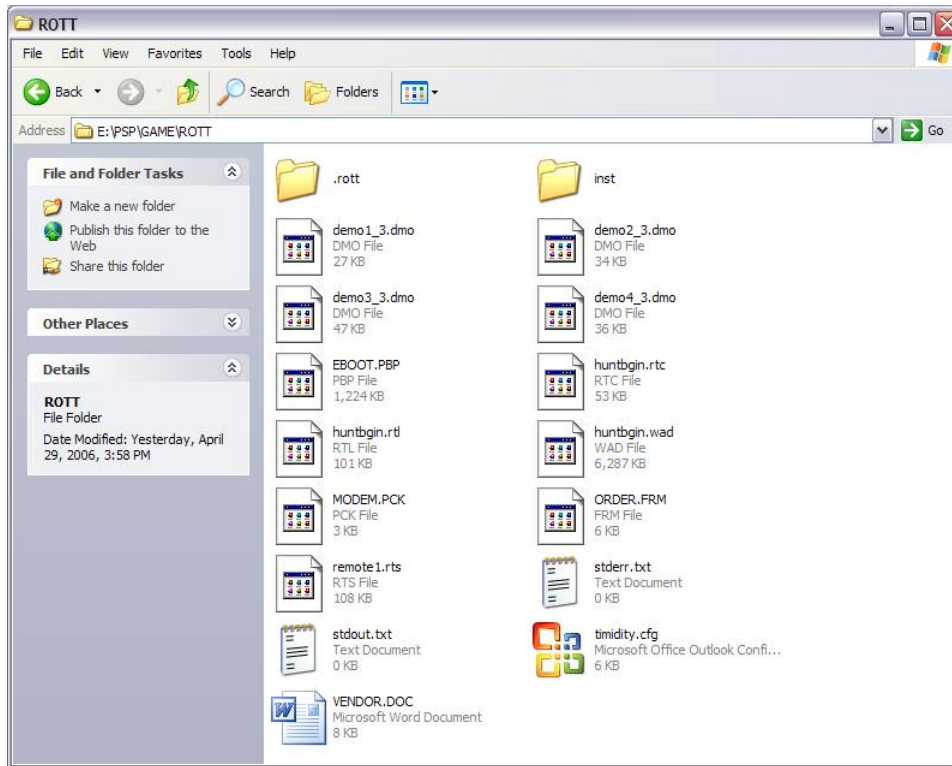


Figure: All the files successfully copied to your PSP

Step 5: Running the game...

Now that the game files have been copied over we need to run the game! The hard part is out of the way – it should be smooth sailing from here.

Make sure your PSP is disconnected from USB Connection mode.

Go back to the menu and select *Photo*. You should see two white boxes (possibly more). One of them should have a blue and white image with the words *eBOOT*, as shown below:

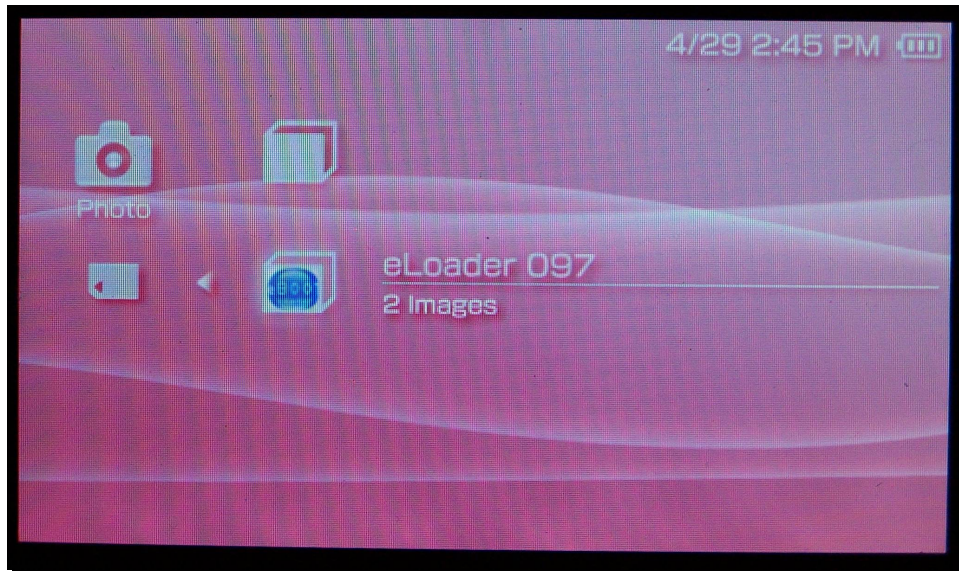


Figure: eLoader is located in the PSP's Photo menu

Scroll down to the *eBOOT* box and press **X**. Your screen should quickly go black and then a menu should appear, like the one below:



Figure: eLoader's launch menu

The menu is eLoader's main menu. It lists all the homebrew on your PSP. You will see *ROTT* in the menu. Press **X** on *ROTT* and the game will launch, as shown below:

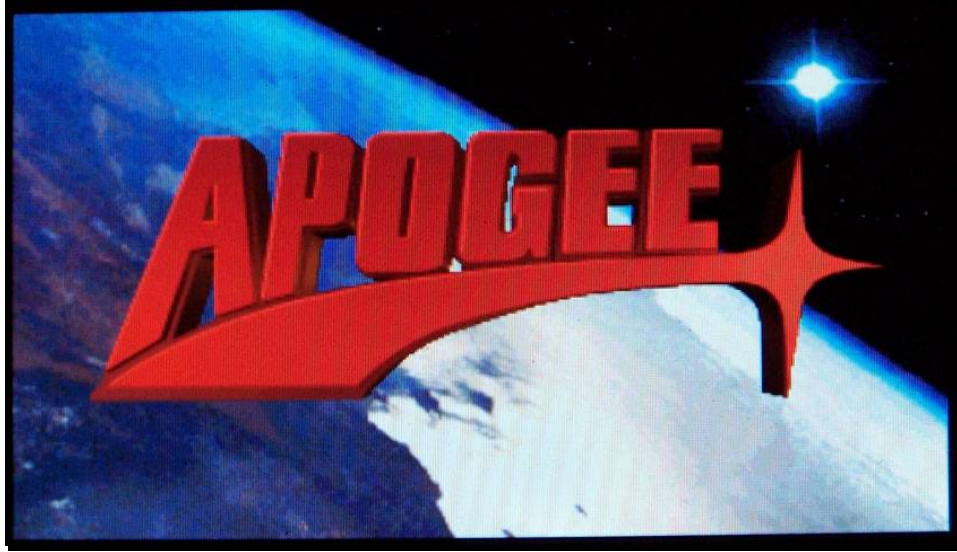


Figure: The Apogee title screen for Rise of the Triad

Now all you have to do is press **X** to get past the Apogee title screen, and you can play your game!

Step 6: Quitting the game...

The first method to try for quitting the game is to hold down Left Trigger, Right Trigger, and *Start* for a few seconds. This should bring you back to the eLoader menu. Unfortunately, some homebrew games won't let you return to your PSP's menu using the *Home* button. In this case, make sure the game isn't accessing the Memory Stick (the orange light should be off), and simply remove the battery from your PSP. This generally won't hurt your PSP. It is very important to make sure your Memory Stick isn't being accessed when you remove the battery, as Sony warns this can damage your Memory Stick.

Installing and Running Homebrew: For PSPs with Firmware Version 2.01 through 2.60

It was originally assumed that the only two PSP firmwares capable of running homebrew were 1.00 and 1.50. Thanks to hard work by Fanjita and Ditlew and their revolutionary program *eLoader*, PSP users with 2.00, 2.01, 2.50, and 2.60 can run much of the homebrew out there. Unfortunately, due to technical changes Sony made to prevent homebrew applications from running on newer firmware versions, not all homebrew is compatible with *eLoader*. Technically speaking, Sony made it difficult for programs to get “kernel mode access,” which many games and utilities used. This prevents most firmware hacks from running, although many games and applications run just fine. A fairly comprehensive list of *eLoader*-compatible homebrew applications can be found [here](#).

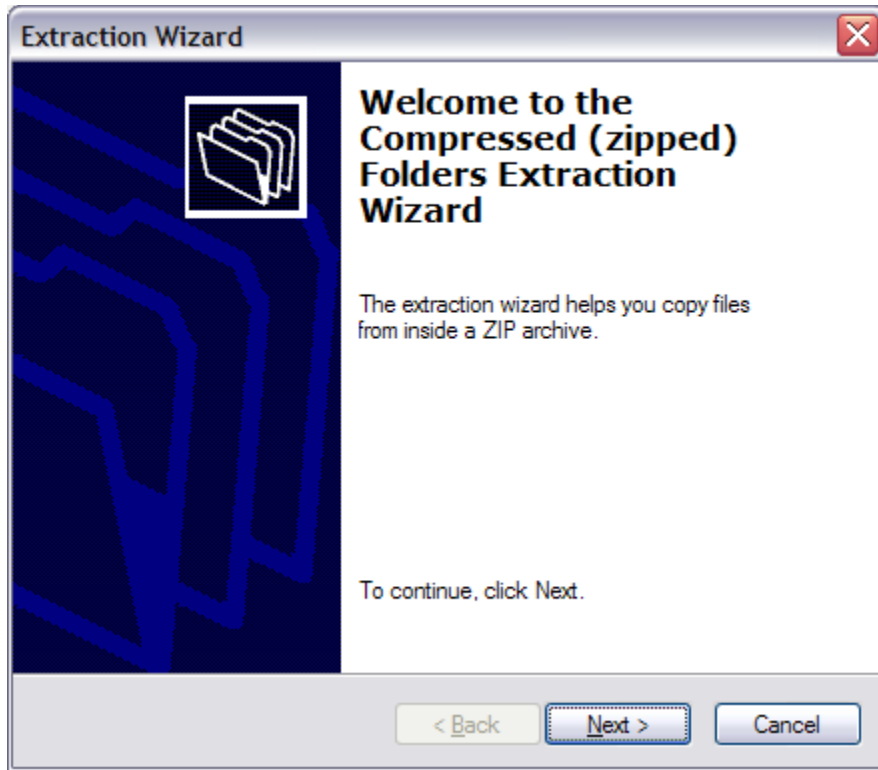
Step 1: Getting the Homebrew

Download Rise of the Triad and save it to your desktop so you have easy access to the file.

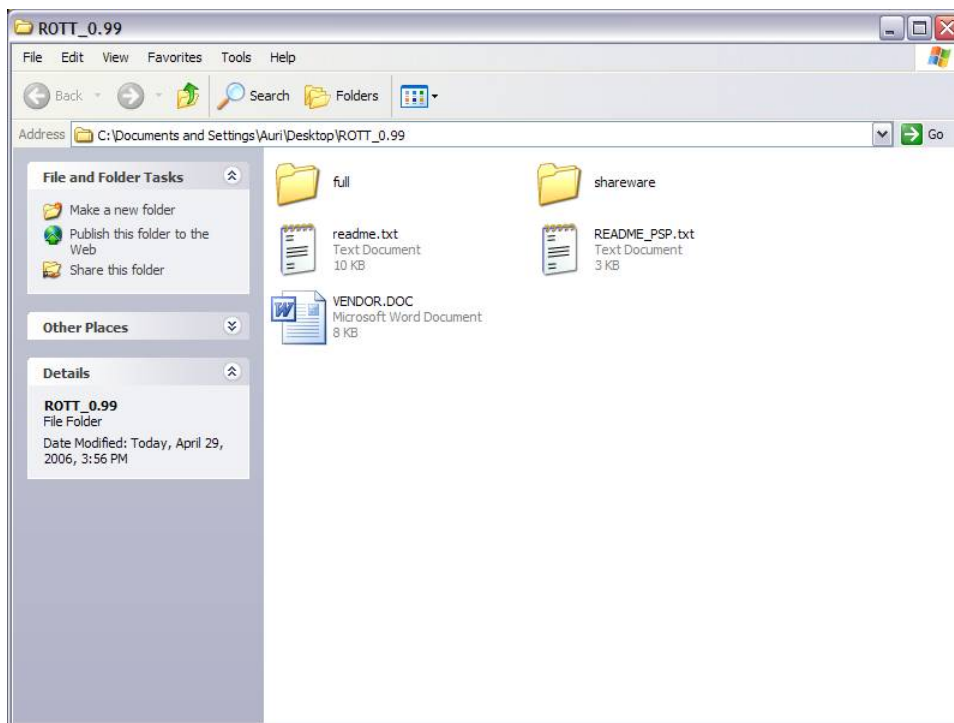
Step 2: Decompress the ZIP file using Windows XP's unzipping utility

In Windows XP: Right-click the ROTT_0.99.zip file and select *Open With*, and then *Compressed (zipped) Folders*. When the window containing the contents of the ZIP file appears, go to the *File* menu in that window and select *Extract All...*

The *Compressed (zipped) Folders Extraction Wizard* will appear, as shown below.



Follow the wizard – keep clicking next until the wizard completes. When the wizard has completed, make sure “Show Extracted Files” is checked, and then click “Finish”. You should then see a window similar to the one below:



NOTE: This tutorial only covers homebrew that has been compressed into ZIP files. If you download a RAR file or a .7z (a.k.a. 7Zip) file (these are very similar to a ZIP file) you will still need to decompress them. The utility you need to decompress RAR or 7z files is Stuffit Expander, which you can get from www.allumesys.com. You can also use WinRAR, which you can get from www.rarlabs.com.

Step 3: Installing eLoader

For PSPs with firmware 2.00 through 2.60, a special program launcher is necessary to run homebrew. This program is called *eLoader*, and was developed by Fanjita and Ditlew. More information about eLoader, Fanjita, and Ditlew can be found at <http://www.noobz.eu>.

First, make sure your PSP is connected to your PC with a USB cable and that you have turned on USB Connection Mode. You can do this by connecting your PSP to your PC and then going to *Settings*, then *USB Connection* on your PSP, as shown below:

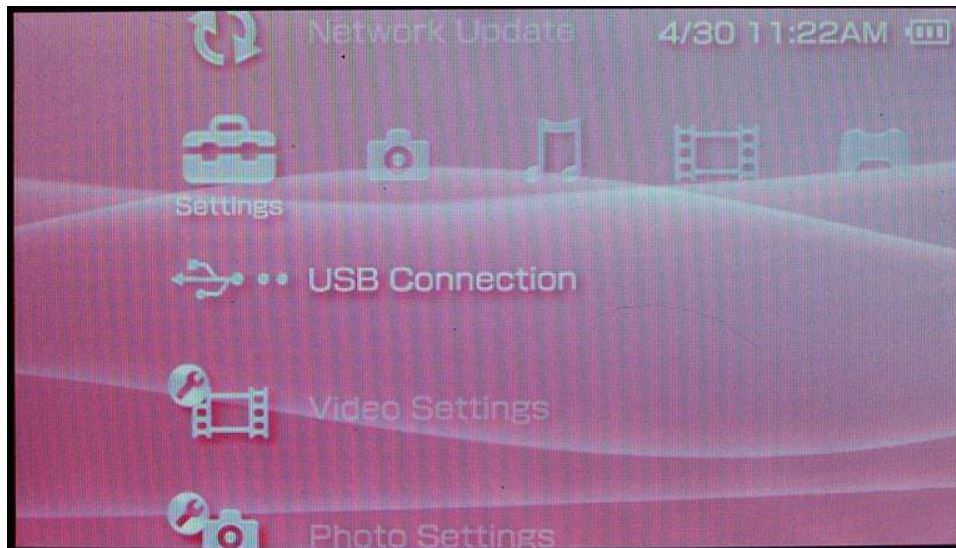
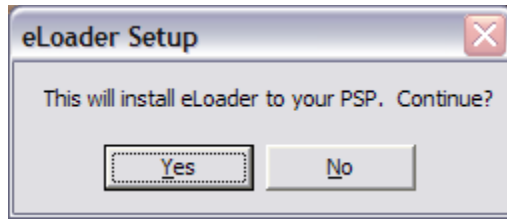


Figure: USB Connection Mode

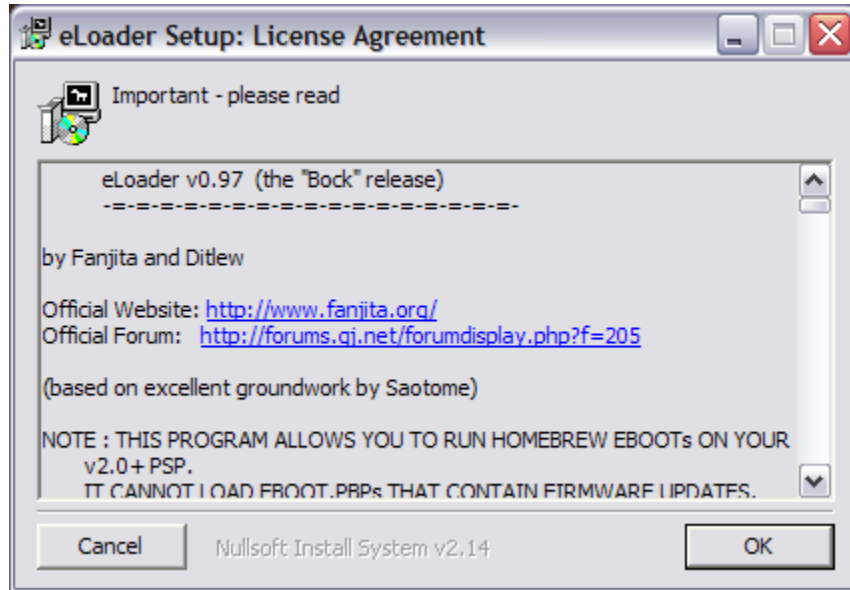
Windows XP should recognize your PSP and ask you what you want to do. Just click *Open folder to view files*.

Now we need to install eLoader. Since we are using a Firmware 2.01, 2.50, or 2.60 PSP, we are going to install the standard version of eLoader. There is also an “alternative,” or “no cache” version that works better with 2.00 PSPs. If you have lots of problems running homebrew on your PSP using the standard version of eLoader, download the alternative version from Homebrew Central on my web site, www.hackingpsp.com.

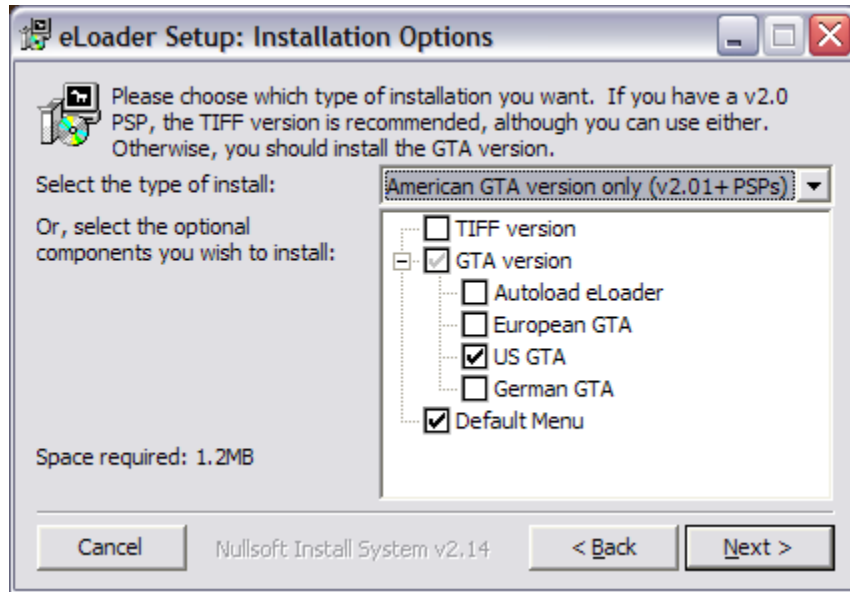
Double-click eLoader to run its auto installation program. You should see a window like the following:



Click *Yes* to continue. You will then be presented with the license agreement. Click *OK* to continue.



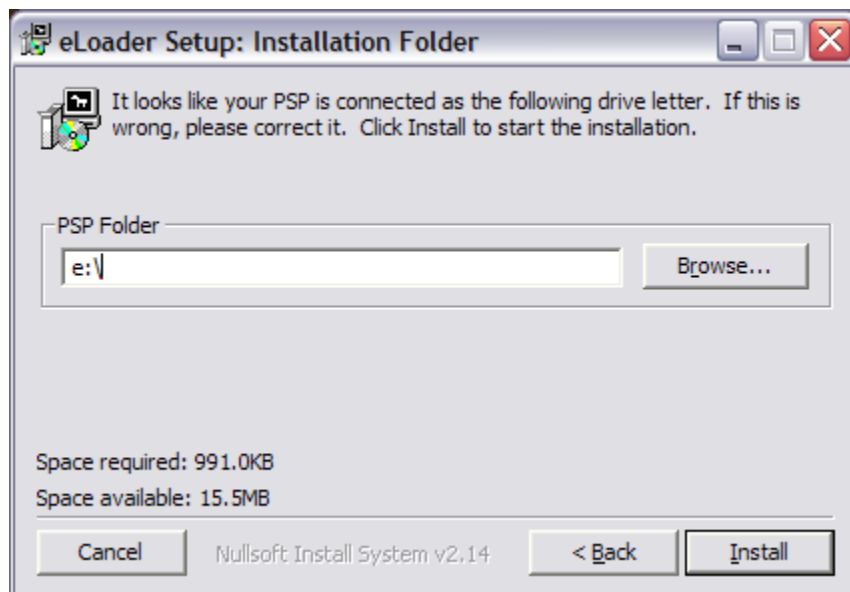
Next you will be asked which version of eLoader you wish to install. Using the listbox at the top of the window, select the version of Grand Theft Auto (GTA) you have, which can be American (includes Canada), European (includes E.U.), or German. I selected the U.S. version of GTA, as shown in the following window:



NOTE: Do not select a version of GTA that doesn't match the version you have. If you have the American GTA, select the American GTA option (US GTA will be checked in the window). Likewise, if you have the European version, select that option. eLoader *will not work* if you select the wrong version!

ANOTHER NOTE: If you want eLoader to automatically load when you run GTA, check the box next to *Autoload eLoader*. To disable this functionality, run the installer again and uncheck the *Autoload eLoader* box.

You will then be asked where your PSP is so eLoader can copy the necessary files to your memory stick. The installer should automatically detect the right drive letter. If it's wrong you will have to correct it. Assuming the PSP is on drive letter e:\, you would be presented with the following screen:



Click *Install* to continue if the drive letter is correct.

eLoader may ask you if you want to overwrite your saved Grand Theft Auto game in Slot 5, as shown in the dialog box below. Click Yes to continue. It is important that you have backed up your memory stick prior to this point precisely because you could lose your progress in Grand Theft Auto, just in case you want to go back to it.

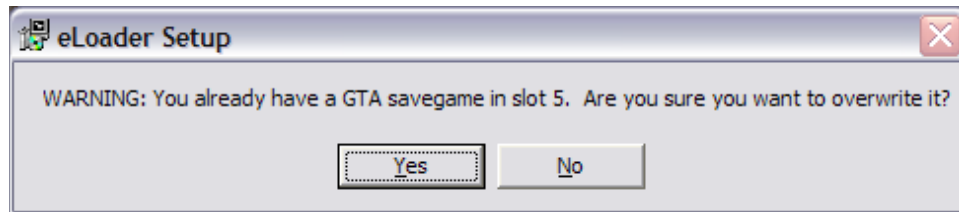
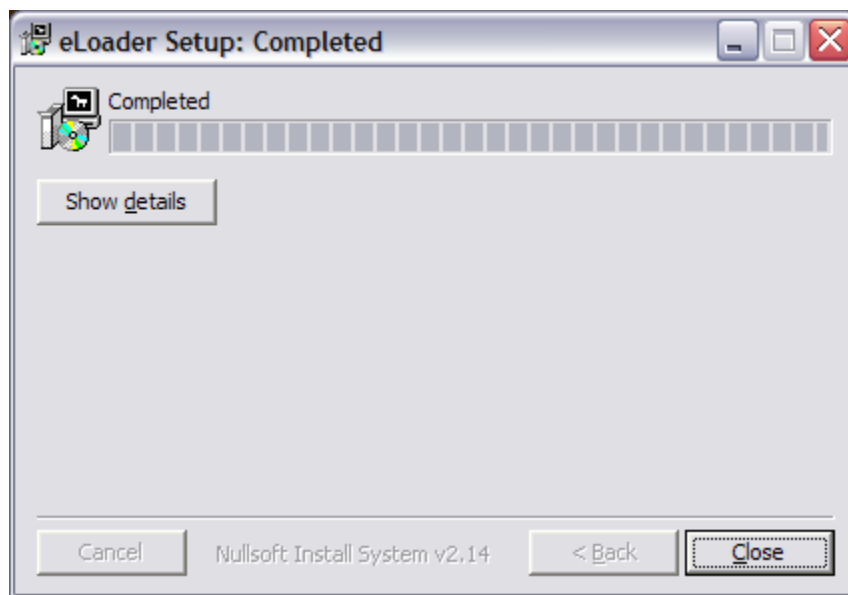


Figure: Click Yes to overwrite the GTA (Grand Theft Auto) savegame.

The installer will now copy all of the eLoader files to your PSP (nothing is installed to your PC). When the files have been successfully copied, you will should see the following window:



Click Close to exit the installer. Now we're ready to install the game!

Step 4: Installing the game...

Now we have to install the game on your PSP. Unlike Windows and Macintosh programs, you can't just double-click. However, it's still very easy to install homebrew programs on your PSP.

First, connect your PSP to your computer and put it in USB Connection mode. You can do this by going to *Settings*, then *USB Connection*, as shown below.

In Windows XP, you should be asked what you want to do with the device that was just connected. Select *Open folder to view files* and click *OK*, as shown below.



You will then be presented the “root folder” of your PSP’s Memory Stick. For future reference, I will call this the root folder, but you may also hear this called the “topmost directory” or the “main folder” or “ms0” by other homebrew applications or web sites.

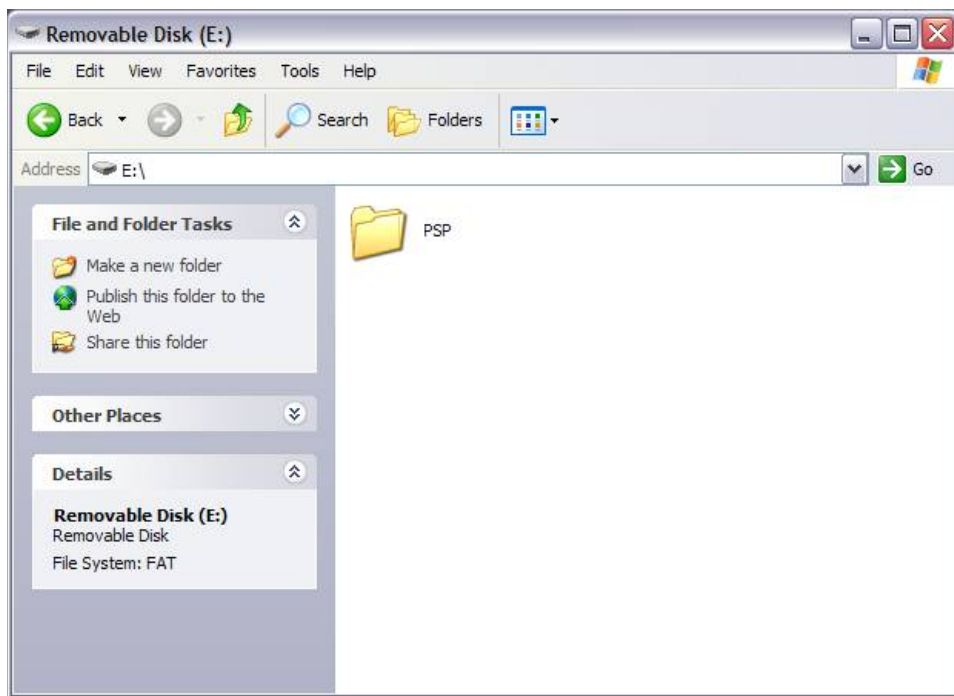
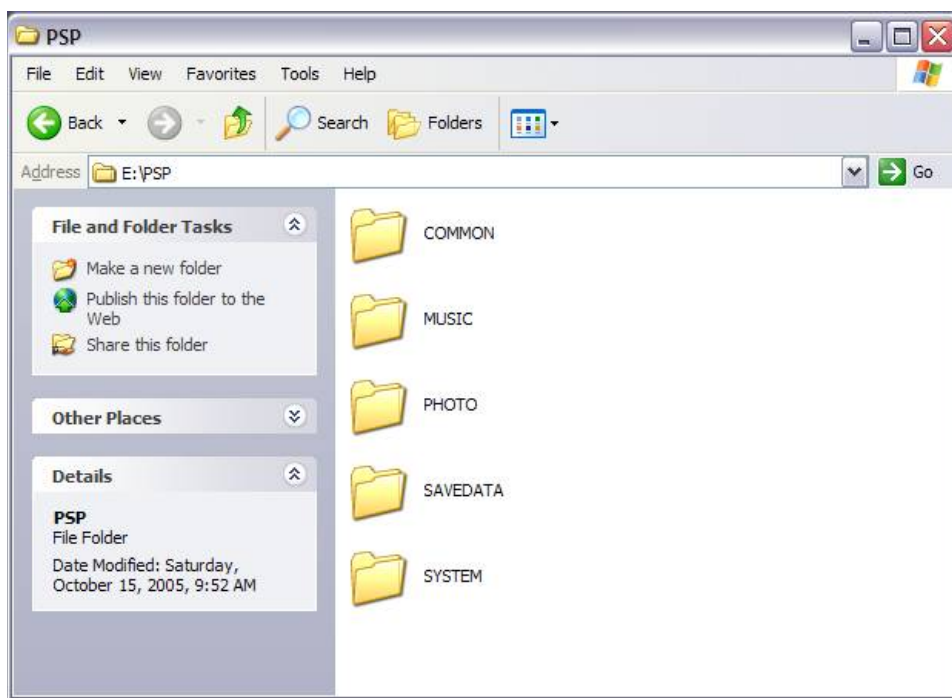


Figure: The root folder of your PSP's memory stick.

Open the PSP folder, which is automatically created by your PSP. This is where your PSP saves most of its data, including music, photos, saved games, web browser cache, web bookmarks, web downloads, and homebrew applications.

NOTE: You may see other folders in the root folder of your PSP. This is normal – don't worry about it 😊

You should now see the main folders your PSP uses, such as `SAVEDATA`, `PHOTO`, `MUSIC`, and so forth, as shown below:



You may or may not need to create the `GAME` folder, which is the folder all homebrew applications must reside in. If it is not created, right-click the window and select *New*, and then *Folder*. Then name the folder `GAME`. `GAME` should be spelled with all capital letters, as shown below:

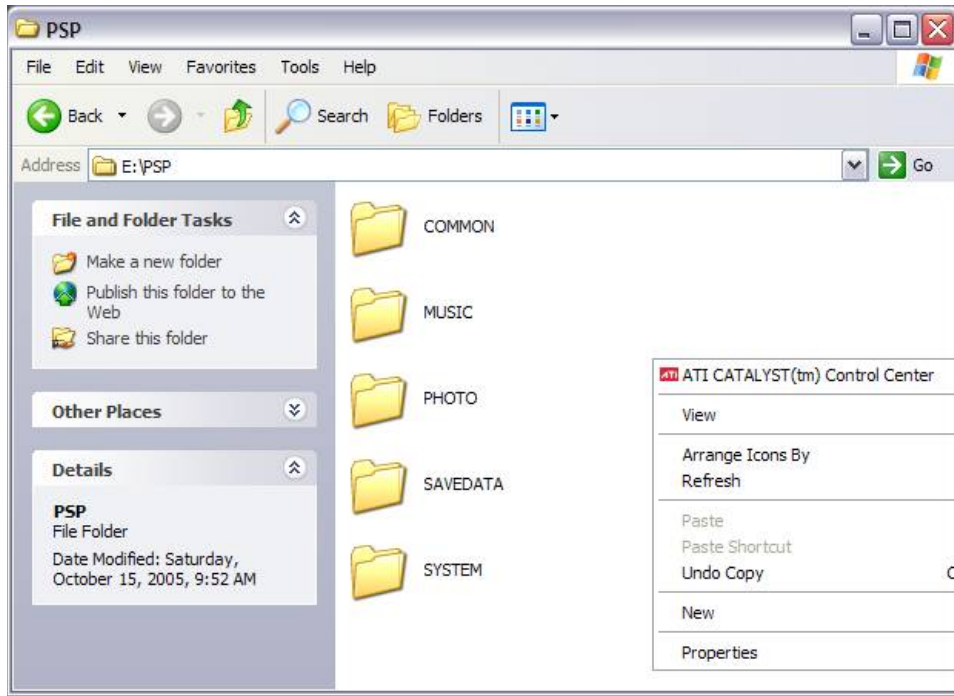


Figure: Creating the new folder

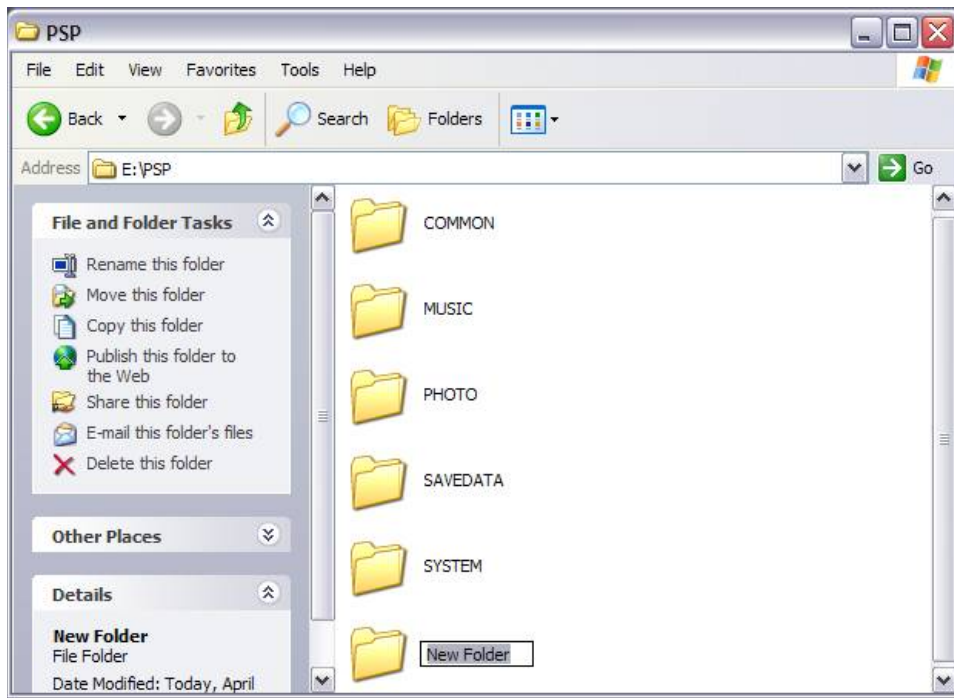


Figure: The folder must be named GAME

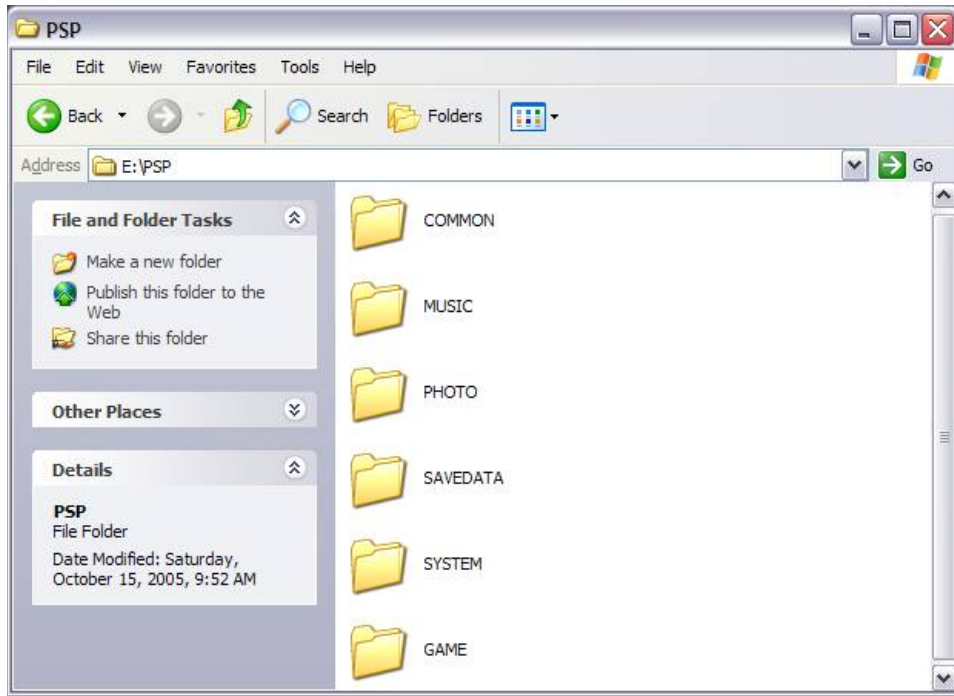
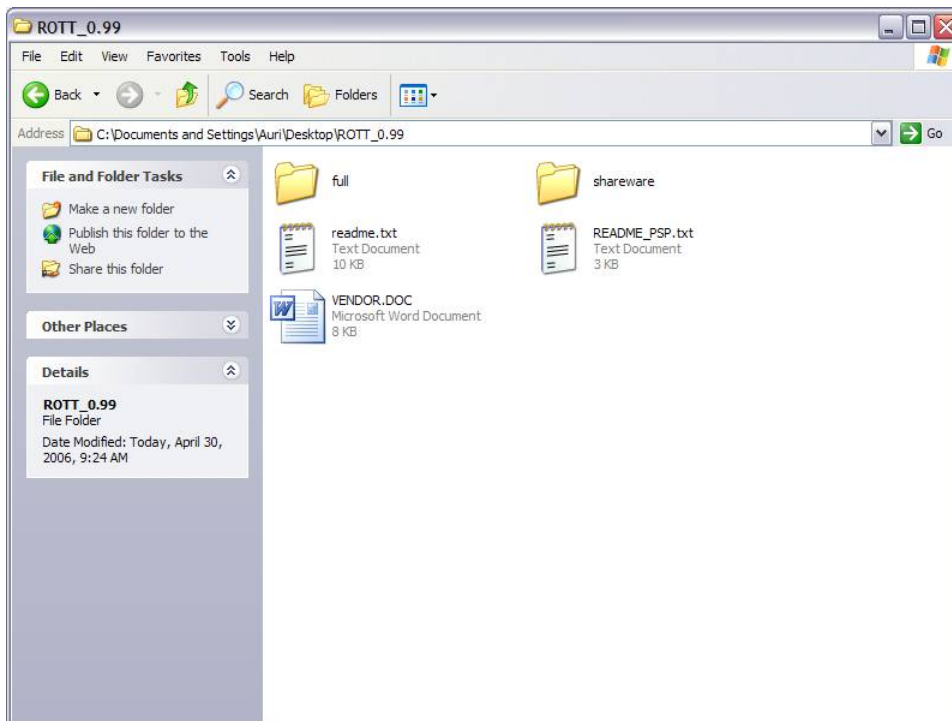


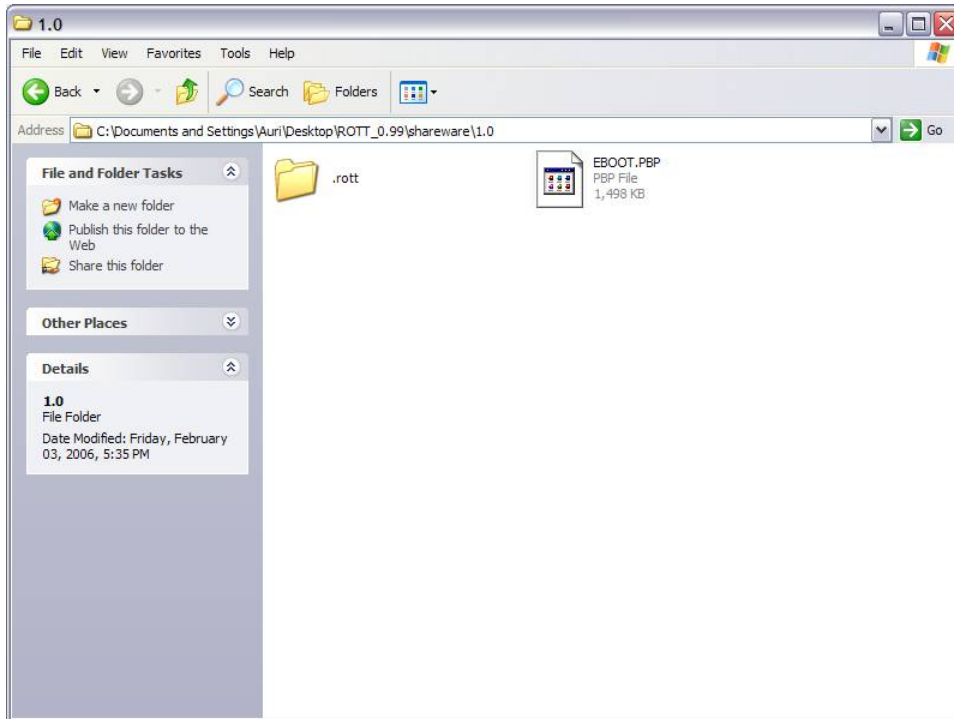
Figure: The folder successfully created and renamed.

Now that we have the folder structure set up, we can install the game.

Open the ROTT_0.99 folder we created earlier when we decompressed the Rise of the Triad ZIP file. You should see the following files:



Now open the shareware folder. Then open the 1.0 folder. You should now see the following files:



Now that you know where the files you need are, we need to create a folder in your PSP's GAME folder named ROTT.

Open the GAME folder you just created on your PSP and create a new folder named ROTT. Open that folder. You should be at an empty window, like the one below:

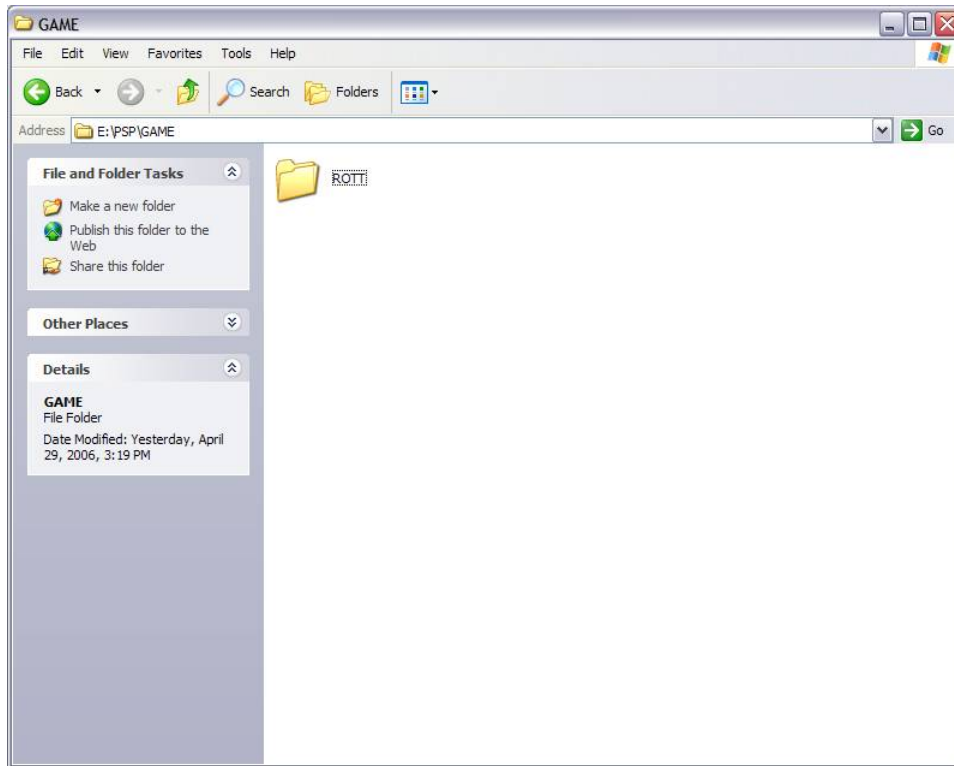


Figure: The newly created ROTT folder on your PSP

Now, copy all the files from the 1.0 folder into the ROTT folder.

Once those files are copied over, we need all the support files for the game. These are located in the 1.5 folder.

Go back up one folder level and open the 1.5 folder. You should see two folders – one named ROTT and one named ROTT%. Open the ROTT folder. You should see the following files:

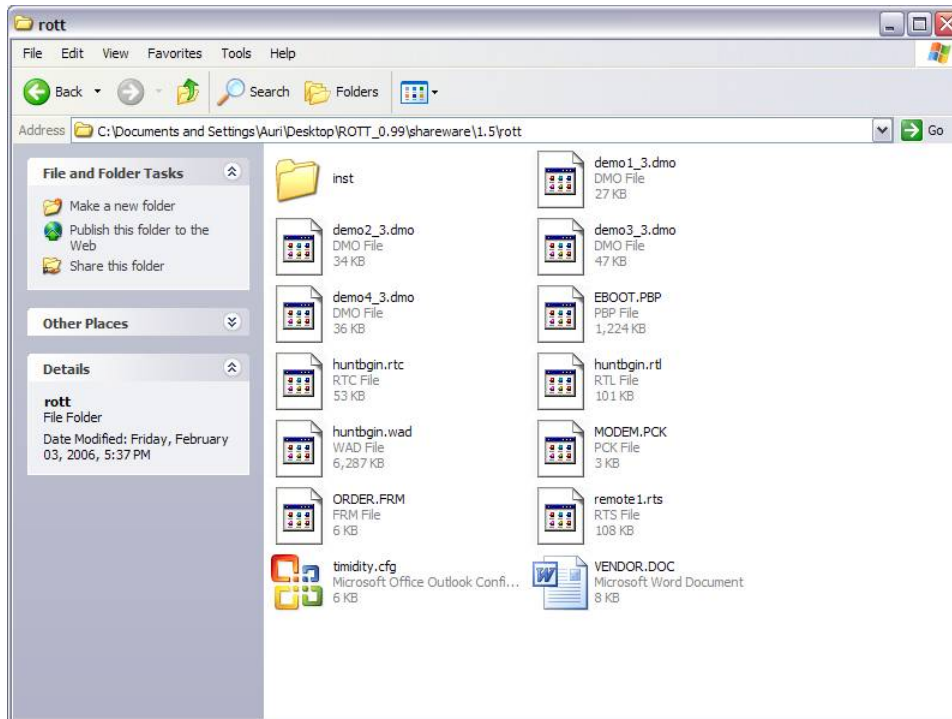


Figure: The contents of the 1.5 ROTT folder

Copy all the files and folders from this folder *except the EBOOT.PBP file* into the ROTT folder on your PSP.

Your PSP's ROTT folder should now look like the following window:

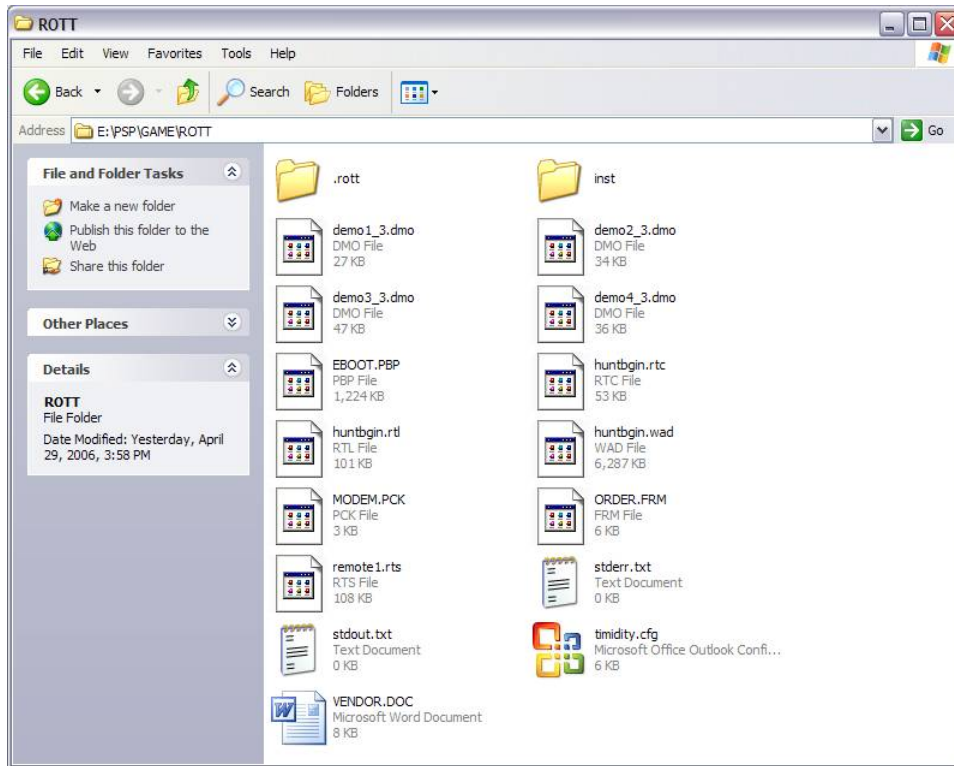


Figure: All the files successfully copied to your PSP

Step 5: Running the game...

Now that the game files have been copied over we need to run the game! The hard part is out of the way – it should be smooth sailing from here.

Make sure your PSP is disconnected from USB Connection mode.

In order to run homebrew on 2.01, 2.50, and 2.60, you need the game Grand Theft Auto: Liberty City Stories. If you don't have the game, get it! It's cool, even if you're not running homebrew! Of course, if you're age 16 or younger, you should get permission from your parents to buy the game.

Turn on your PSP if it isn't on already. When the regular PSP menu appears, insert the Grand Theft Auto UMD.

Now launch the game as you do any other PSP game – go to Game, then UMD, and press **X**.

Grand Theft Auto will display its intro credits. Press **X** to get past these.



Now Grand Theft Auto will start loading. The progress bar on the bottom will get about half-way and then the screen will go completely black.



After a few moments you should be presented with the eLoader menu, as shown below:



Step 6: Quitting the game...

The first method to try for quitting the game is to hold down Left Trigger, Right Trigger, and *Start* for a few seconds. This should bring you back to the eLoader menu. Unfortunately, some homebrew games won't let you return to your PSP's menu using the *Home* button. In this case, make sure the game isn't accessing the Memory Stick (the orange light should be off), and simply remove the battery from your PSP. This generally won't hurt your PSP. It is very important to make sure your Memory Stick isn't being accessed when you remove the battery, as Sony warns this can damage your Memory Stick.

Finding More Homebrew

There are many homebrew applications available for your PSP, all of which can be run on many PSPs from firmware versions 1.0 through 2.60. Loaders for versions 2.70 and beyond are in development, and Sony has even mentioned that one day they will enable official homebrew execution (although who knows if they were telling the truth). I explain how to run these programs in my book, [Hacking the PSP](#), and the [Firmware Launchers](#) section also explains how to run these applications.

You can download games, utilities, media players, other operating systems, emulators, and more. All for free, and with exceptional quality from talented developers.

I encourage you to download and try these many applications. You can download the launcher for your PSP version [here](#).

WARNING AND DISCLAIMER: I do urge you to be careful with homebrew applications that promise to upgrade or downgrade your PSP to a particular version. Some of these can "brick" your PSP, meaning they make your PSP as useful as a brick (i.e. dead). The launchers on this site work, and work well, but follow the instructions carefully. I cannot be responsible for what you install on your PSP or computer, so you download homebrew, launchers, and related items at your own risk.

The links below will take you to the areas in the Hacking PSP forums where you can download PSP homebrew applications. There are also large libraries of PSP homebrew available for download from many PSP web sites all over the web.

[Applications](#)

Media players, web browsers, PDAs, and more.

[Demos](#)

PSP technology demos, game demos.

[Emulators](#)

MAME, Gameboy, Nintendo, Genesis, Apple II, Commodore 64 emulators and more.

[Movies](#)

Movies you can play on your PSP.

[Game Add-Ons](#)

Add-ons for games.

[PSP Magazines](#)

Many PSP magazines exist to help you make the most of your PSP. Download them here.

[Utilities](#)

Exploit tools, game savers, network servers, unpackers and more.

[Games](#)

Games. Need I say more?

[Trailers](#)

Game and movie trailers.

[PSP Software Development](#)

Tools and utilities you need for development your own homebrew software.

[Game Saves & Cheats](#)

Game cheats and game saves to get you to levels and features without really trying.

[Shells and Operating Systems](#)

Alternative operating systems and shells for your PSP, including program launchers and more.

Miscellaneous

Things I couldn't place in other categories
that needed a home.

Frequently Asked Questions

Here are some common questions from my readers about homebrew on the PSP.

Can I downgrade my 2.01, 2.50, or 2.60 PSP to 1.50?

Only PSPs with Firmware 2.00 can be downgraded to Firmware 1.50. I go over how to do this in my book. However, at this time there is no way to downgrade PSPs with firmware version 2.01 or greater back down to 1.50.

Where can I find a PSP with Firmware 1.50?

Your best bet is to either find a 2.00 PSP at GameStop and then downgrade it to 1.50, or check on eBay.

Additional Resources

Here are some web sites to help you in your quest for homebrew.

Official Hacking the PSP Book Web Site

www.hackingpsp.com

Hacking the PSP Blog

community.hackingpsp.com

Homebrew Central (click the link on the left side)

www.hackingpsp.com

Fanjita and Ditlew's Web Site

www.noobz.eu